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NUMBER 18

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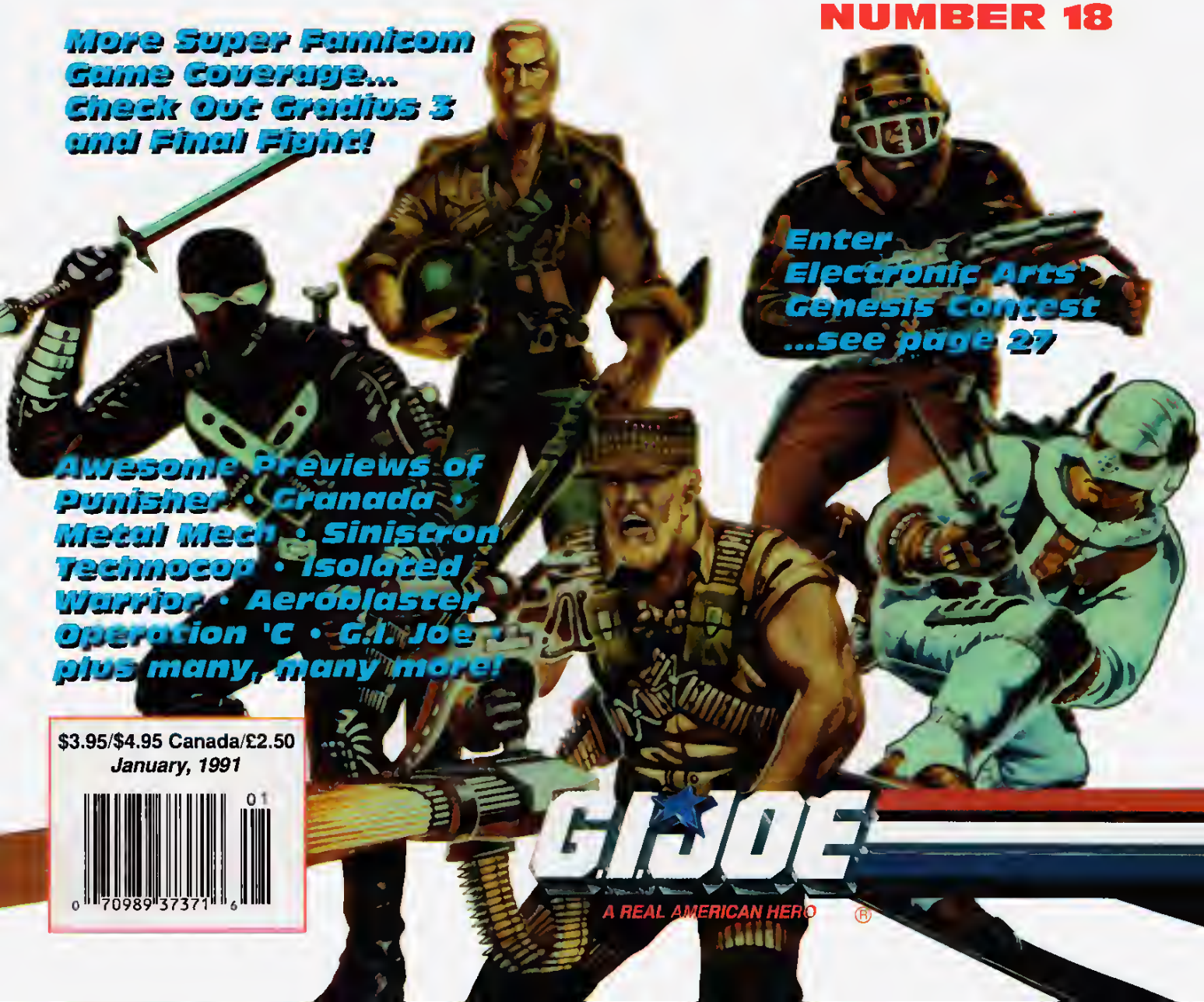

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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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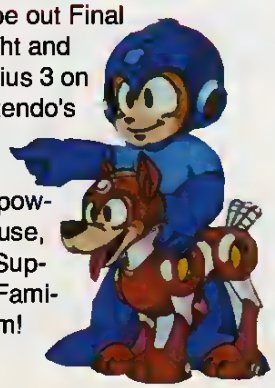

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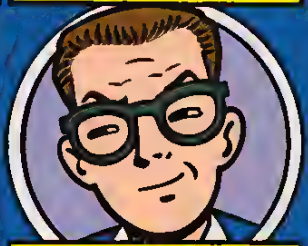

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January, 1991

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Steve Harris
EDITOR
Ed Semrad
ASSISTANT EDITORS
David Siller
Martin Alessi
Sushi-X
David White
Mike Riley
STRATEGY CONSULTANTS
U.S. National Video Game Team
FOREIGN CORRESPONDENTS
Robert Hoskins
Hideki Shikata

LAYOUT AND PRDDUCTION
Direct Contact, Inc.
George Mac, Associate Art Director
Marty Kaklenski, Technical Director

CUSTOMER SERVICE
Laura Benson
(708) 916-3133

NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg
Eisenberg Communications Group
2121 Avenue of the Stara, Suite 630
Los Angeles, CA 90067
(213) 655-5513

SENDAI PUBLICATIONS, INC.
Steve Harris, Preaident
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IS THIS THE END?

This is not the type of editorial yours truly likes to write. Recently, I was thumbing through some of the publications that serviced the first home gaming revolution nearly a decade ago. Although the games and game machines of the early eighties were prehistoric by today's standards, there was still plenty to talk about, with dozens of third-party softs, no less than half-a-dozen consoles and a wide variety of hand-held units. But despite such fervor, the floor fell out from under the video game industry, leaving game companies to scramble for the false safety of discounts during the last dark days.

What was the root of the problem ten years ago? Did players simply tire of the unrealistic graphics and lack of game play that the Atari machine generated? Or did video games themselves, as a form of entertainment, simply fall out of favor with the game playing public? The answers to these questions need to be addressed sooner than later.

Are things really that bad? Is the video game industry teetering on the brink of oblivion? Is Mario destined to join pals like Pac-Man and the mood ring? Not just yet, but a new element has to be employed by everyone involved in the fantastic hobby we know and love as video gaming: caution.

For all the ill-will directed at Nintendo because of their restrictive business practices and demanding licensing arrangements, they maintained a level of order by limiting the amount of poor product entering the market. I'm not saying that execs at Nintendo were always right. They committed huge blunders when they insisted that licensees focus on the development of Role-Playing Games. Their first big launch in this series, Dragon Warrior, did so well they are now giving them away as a premium. Even with their mistakes, however, Nintendo made sure that only the best new products were introduced in quantities that wouldn't leave retailers overloaded with inventory.

When Nintendo relaxed these restraints they opened up a flood of products that is absolutely staggering. Video game carts are still selling, but with so many choices available to consumers, big hits are few and far between.

So what does this all mean? Some companies, formed to take advantage of the big bucks that video games used to bring, will fall by the wayside and thin out the inventory, making room for more serious players. New systems and labels, may have difficulty finding shelf space from retailers who aren't quite ready to stock up a whole new line of product.

In the end, the final answer to this growing dilemma will be more smarter production from game companies to avoid overproduction and the mark-downs that follow (bringing with them the financial hurt to all levels of the industry), smarter purchasing from toy stores and retailers to locate only those titles that show real promise and a real plan to pull non-selling games out of the stores to make way for new carts on a regular basis. It works in Japan, why not here?

STEVE HARRIS
Editor

P.S. Beginning with this issue you'll find a special reader service card that gives you the chance to obtain additional information on the products advertised in the pages of Electronic Gaming Monthly. Simply circle the numbers that correspond to the pro-ducts you're interested in and mail in the card! You'll receive free information and your name will automatically be entered into our special $10,000 Great Gaming Give-Away...you can't lose!

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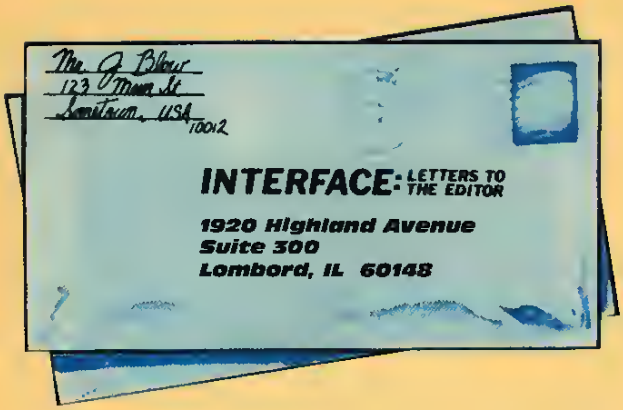

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

MORE SUPER FAMICOM!

Your 1991 Video Game Buyers Guide was one of the most impressive magazines I have ever seen! I totally loved your article on the Super Famicom! I am planning to get one the milisecond it comes out! Please answer a few questions. What game will come with it? How much will it cost? Is there a possibility of a CD-ROM for the system?

Neil White
Seattle, WA

I love the mag. It's the best one on the newsstands! In issue 16 you said that you had a Super Famicom, is it really all that it's cracked up to be? Really? Keep up the coverage and show us more photos!

Orben Perkolay
New York, NY

I've been reading everything I can find about the Super Famicom but nobody has addressed the basic problems. If I buy one, will it work over here? A retailer said no but I see them advertised so they must work. Will they hook up to my TV?

Michael Magette
New York, NY

(ed. This is just a very small sampling of the hundreds of letters we get every month about the SF. And, because of your enthusiasm and interest in this spectacular system, we have created a section in our International Outlook column for this little publicized system. Regarding the questions, the SF will indeed work over here. You will have to connect it up to a VCR or TV with audio video inputs though, as the TV channels are different in the two countries. If you buy the SF in Japan it will cost 25,000 yen ($185). The power supply, cables and games are all sold separately. The games will cost from 7500 to 8800 yen ($55 to $65). If you decide to buy the package over here, the costs will be somewhat higher.

I wouldn't hold my breath waiting for a CD-ROM player for the SF. While there is a 28 pin external jack on the bottom of the unit and anything is possible, all of the companies are currently scrambling to get out carts. As to the quality of the system and games check our review of Final Fight and Gradius 3!)

TELEGENESIS MODEM?

First I would like to compliment you on your great articles and sizzling reviews. Since you always get the news first, what ever happened to the modem which Sega has advertised would be coming out in September?

Paul Larkin
Houston, TX

(ed. Gee Paul, where have you been? We have been using ours for about two months now! But don't go looking for it in the stores quite yet. You see ours is the unit for the Mega Drive and it's costing us a fortune in long distance calls to Japan! The Tel-Tel modem came out in Japan on October 21, 1990. It can be used two different ways - either between friends who can play games against each other over the phone like Cyberball, Tel-Tel Stadium (Tommy Lasorda) or a mahjongg game. In addition, for a cost of 800 yen ($7) per month players can subscribe to the Sega Games Library. This service allows users to temporarily download games from Sega to their Mega Drive. A special version of Phantasy Star 2, Putter Golf, Pyramid Magic and Death Maze can be 'played this way. For an in-depth article see the second issue of our all Sega magazine - Mega Play!)

The Mega Drive Tel-Tel Modem is up and running in Japan!!

MORE SEGA RPG'S!

First of all I wanted to compliment you on your marvelous magazine. EGM goes one step further than any other mag. I own the Sega Genesis and a Nintendo and I love the way you cover them. Secondly I want to ask a few questions: 1) Have you heard of any new Sega RPG's on their way besides Phantasy Star 3 and Vermilion? 2) What is the release date for Phantasy Star 3 and will it be made for use with the CD-ROM?

Billy Spence
Va. Beach, VA

I am a RPG fan who owns a Sega Genesis and Master System. I have a few questions which I would like you to answer in an upcoming issue. 1) Where is Ultima 4 for the Master System? 2) Why are there so few true RPG's for the Genesis?

Stan Cevwell
Pensacola, FL

(ed. It is true that we haven't seen a new Sega RPG in a while. Fortunately Vermilion will be out in a few weeks and Phantasy Star 3 will be following a few months later. Beyond this the future looks very good. Phantasy Star 4 will be one of the first CD games for the Genesis and a new top secret RPG, called Shining Darkness will be out later in 1991. Shining Darkness is going to be a real treat as it will have a full 8 meg plus battery and it's being done by the designers of Dragon Quest 3

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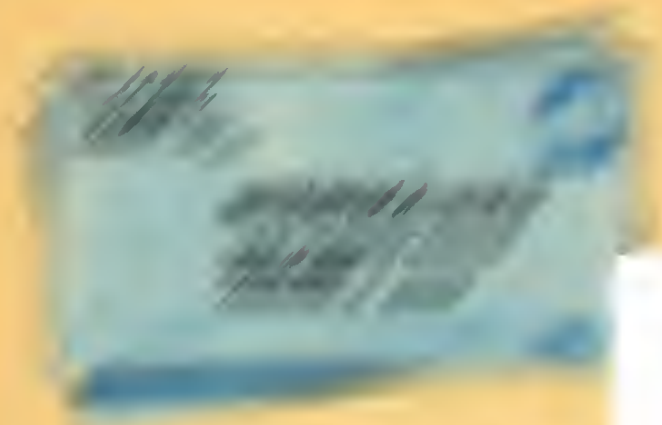

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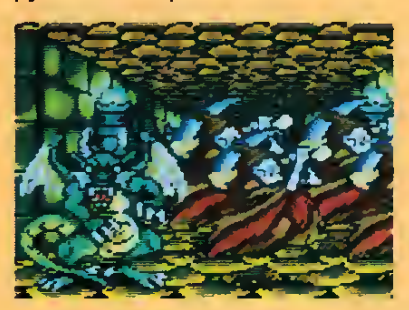
QUOTABLE QUOTE:

Over the past few months Sega has been running an ad which says that **"Genesis does what Nintendon't"**. It's a cute play on words but apparently this cut on Nintendo has rubbed a few loyal NES users.

To combat this, one reader - Marty Chamberlin of Magnolia MS. has this comeback to Sega:

"The Super Famicom Is what Genesisn't"

and 4. For an exclusive look at this great game get a copy of our latest issue of Mega Play. Anther project in the works is called Fatal Labyrinth. Unfortunately, the Master System is not getting similar projects. Ultima 4, which we first talked about way back in issue 3, will probably not see the light of day here in the states. It is still scheduled for release in England and die-hard SMS RPGers can pick up a copy over there.)



An exclusive look at the 8 meg Shining Darkness RPG!

MORE TURBO!

I really loved your special article on CD technology in issue 16. It seems that NEC has started to develop more software for their peripheral. I have been thinking of getting the CD-ROM but because it is so expensive I wanted to wait until more software came out. But after seeing the spectacular review you gave to Y's in issue 15, and the great preview of new games to come, I've decided that now is the time to buy the player. I do have a question. Will the TurboGrafx CD-ROM player play the Japanese PC Engine CD-ROM's? If the U.S. unit also plays the CD+G disks will it play any CD? Will it play the Genesis CDs when they come out? What other CDs will NEC be bringing out?

William Mason
Mechanicsville, VA

I hope all those Turbo players who said you don't cover enough for their system took a long look at your issue 16. With a page of previews, 4 pages on their CD-ROM, a page of reviews and a lot of tips on some of their newest games, you gave them more than they deserve! That's more than you did for the Nintendo! Remember we Nintendo players make up more than 80% of the market and I think there should be more coverage for the system that is keeping the industry going.

Christopher Hasselmann
Prattsburg, NY

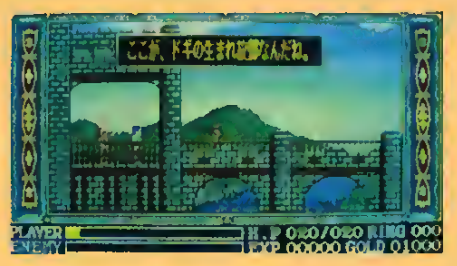
In issue 15 you gave the Turbo Express the best new system award. I believe you when you say it's good but I don't have a Turbo. If I buy the Express can I later hook it up to a TV and even add the CD-ROM. Or is this unit only meant to be a portable?

Jason Bailey
Cedar Rapids, IA

(ed. NEC is indeed starting to come out with more CD titles. It looked rather questionable at first with only Fighting Street and Monster Lair out on CD but with Y's, Final Zone 2, Valis 2 and Last Alert now in the stores the peripheral is beginning to get more attention. Add in all the great CD's from Japan (yes the PC Engine CDs will work on the Turbo CD player) like Super Darius, J.B. Harold Murder Club and Y's 3. Plus, consider the long list of new titles that are scheduled for release here later in 1991 such as Sherlock Holmes (previewed this issue) It came from the Desert, Camp California, Jack Nicklaus Turbo Golf, Lords of the Rising Sun, Shadow of the Beast and Loom and you'll see that the CD player will be more of a necessity than a luxury. While compatibility with the new CD+G music videos was built in, the Turbo CD-ROM will not be able to play the Genesis CD-ROM disks when they come out.

It is true that we have devoted more editorial space to the TurboGrafx in the past few months. Much of that was due to the fact that the CD format is beginning to catch on and NEC was out there first with a CD-ROM player. We want to adequately cover all that is new in this exciting medium. We haven't forgotten the Nintendo system either. With over a dozen pages devoted just to the Super Famicom and it's software, we are very excited about the new 16 bitter from Nintendo.

The Turbo Express, as good as it is, is not meant to be a substitute for the base unit. There are no video outputs for connecting it to a TV, nor can the CD-ROM be connected to it. But consider the good points: Unlike the GameBoy and Game Gear you can use the same software in the portable as in the main system; The add-on tuner makes a fantastic portable TV; And the resolution and color purity are accurate enough to use it as an in-the-field camcorder monitor!)



The new Wanderers from Y's, just out on CD in Japan!

WHERE IS FLIGHT CLUB?... ZELDA 3?

Your coverage of the Super Famicom has been second to none! You say you have covered almost everything but you haven't shown us any pictures of Nintendo's flying game called Flight Club. How about something?

Craig Lantis
Seattle, WA

Back in issue number 6 you said Nintendo would be coming out with Zelda 3 for the Super Famicom. In all of your recent coverage of the games for this system, I didn't see any mention of Zelda 3.

Bob Jackson
Reno, NV

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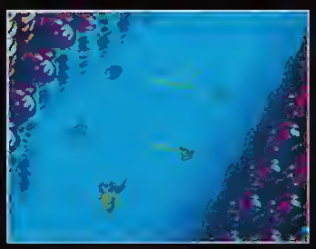

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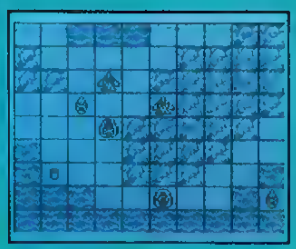

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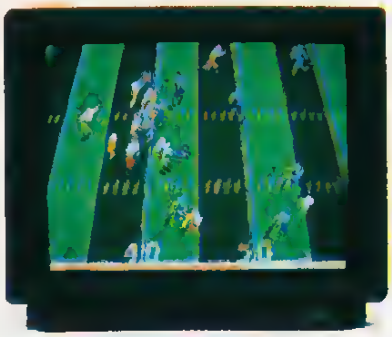

Joe Montana Football™

Pat Riley Basketball™

James "Buster" Douglas Knockout Boxing™

Football,™ check out the defense, make the call, fake a pass and scramble for a touchdown. Or force your opponent to move inside your left hook and nail him with an uppercut that puts him on the mat in James "Buster" Douglas Knockout Boxing.™ Or in Pat Riley Basketball,™ get the ball with seven seconds left in the game, drive the length of the court, slam-dunk and draw the foul which you make to break the tie.

In The Sword of Vermilion,™ make your way through 14 towns and 14 mazes in this adventure thriller where encounters with the evil demons are played in real time on the hand controller. And dazzle your friends with your skills on the puzzle game Columns.™ Or become the ultimate commando warrior in Dynamite Duke™ as you blast the enemy from an over-your-shoulder first person view.

There's only one true 16-bit system and it's got the hottest video game hits going. You can only play these on Genesis by Sega. Genesis does what Nintendon't.

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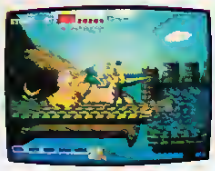
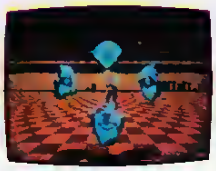
GENESIS DOES IT ALL.

ARCADE GAMES:


Golden Axe™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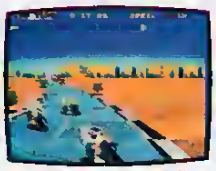
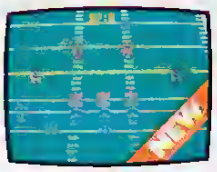

Super Hang-On™

Super Thunder Blade™

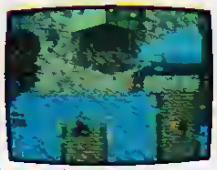

Cyberball™

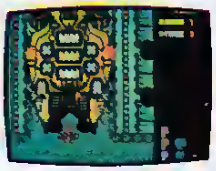
Strider™

Altered Beast™

Ghouls 'n Ghosts™

The Revenge of Shinobi™


Rambo III®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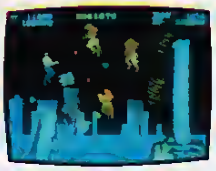
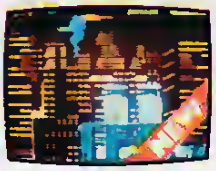
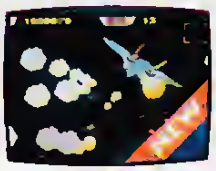

Forgotten Worlds™

MUSIC VIDEO:

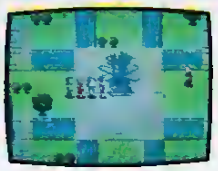
ADVENTURE GAMES:

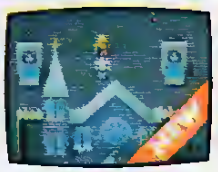
Super Monaco GP™


E-S.W.A.T. City Under Siege™

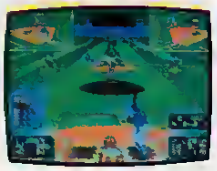

Afterburner II™

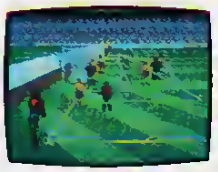
Micheel Jackson's Moonwalker™


Phentasy Star II™


The Sword of Vermillion™

SPORTS GAMES:


Tommy Lasorde Besebell™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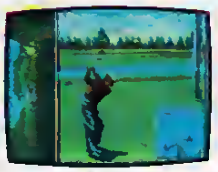
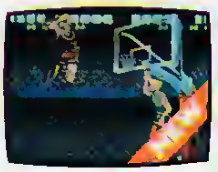
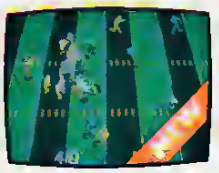
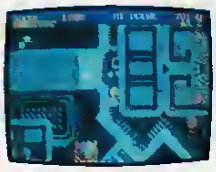

Arnold Palmer Tournament Golf™

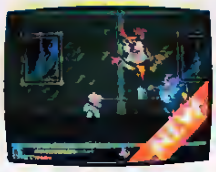

Pat Riley's Basketbell™

James "Buster" Douglas Knockout Boxing™


Joe Montana Football™

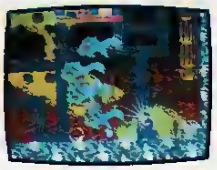
ACTION GAMES:


Thunder Force II™


Ghostbusters II™

Alex Kidd: Enchanted Castle™

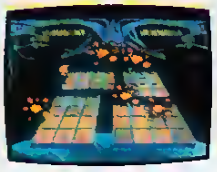
Last Battle™

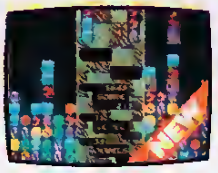

Mystic Defender™

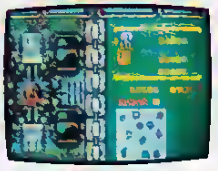
Dynamite Duke™

STRATEGY PUZZLE GAMES:

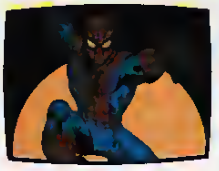
COMING SOON:

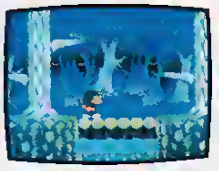

Zoom!™


Columns™


Herzog Zwei™

Dick Tracy®


Spider-Man®*


The Castle of Illusion™ Starring Mickey Mouse

SEGA GENESIS™

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CIRCLE #107 ON READER SERVICE CARD.

(ed. Over the past year there have been a few changes to the games which will coming out for the Super Famicom. Zelda 3 was on the original list but Nintendo has decided to bring out a conversion of the computer game Sim City before Zelda 3.

The flying game that you are probably referring to has had a few name changes. On the original list it was called DragonFly. About 6 months ago it was changed to Flight Club. As of last September, when the system was officially introduced, the name was, and still is, Pilotwings. Any reference to this game as Flight Club is coming from information over 1/2 year old.)

First it was DragonFly, then Flight Club, now it's Pilotwings!

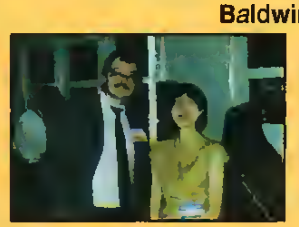
KONAMI FOR GENESIS?...

My favorite game in the arcades is Aliens by Konami. I know they can't do a decent job in trying to make it for Nintendo, so will they do it for the Super Famicom? Or how about the rumors that they are starting to do games for the Genesis?

Peter Skofus
Fargo, ND

I think that Capcom's 1941 is a rad arcade game. When will it be coming out for the Nintendo? Since they did the other two war games they have to be working on this one! Or are they holding it back so they could do it on the Super Nintendo when it comes out over here?

Jeff Horne
Baldwin, NY



What is J. Moon doing here?

A COMPLAINT!???

First let me say you did an excellent job in reporting on Strider for the Genesis. Now how about the SuperGrafx version of this arcade masterpiece. Second, let me get one thing straight: You are NOT the best gaming mag. Neither are the other 2 mags I read each month. There is no Best mag! I like your section on Japanese games but your reviews need work! Make them a whole page with fact files, suggested price, and then all 4 of your opinions. Also rate them based on 6 categories (1-10 scale). Sound effects, Music, Graphics, Playability, How fun the game is to play, and Overall.

By the way. You were not, as you said in the editorial in issue 13, the first to report on the PC Engine. A different mag reported on this great system in their April 1989 issue, before you ever reported on it. So therefore there is no way you could have reported on it first.

What happened to Arcade Alley? Also don't trash a game system just because of it's price or lack of softs.

Ed! How ya doin? I have to disagree (I don't often disagree with you on RPG's) on Avatar on NES. You haven't played Final Fantasy. I have. I'm on my 3rd game! This is the most Fun (with a Capital F) RPG I've played on 8 bit.

Keep up the good work on the Japanese front. Print more in fact. Have you heard anything about Arthur's Quest on Super Famicom?

One last thing. In your next CES Report, include Turbo (I know you're not Anti-Turbo because of your recent super coverage of the new games that the other mags haven't heard of yet!). You have by far the best CES coverage of all the mags! Why? Pictures!!

Andrew Beaton
Leicester, NC

(ed. Thanks for your opinion Andrew. You may not consider us the best mag on the market, but don't worry, we'll always be doing our best to deliver the hard-hitting info that we know you're after!

Regarding Strider for the SuperGrafx, we did get a chance to try out this fantastic 8 meg soft when we were in Japan in September. It indeed is a spectacular game and really shows off the capabilities of the SuperGrafx. It will be a while before it comes out but to hold you till then here are a few pix of this super soft!

8 meg Strider for the SuperGrafx!

Your comments about our game reviews are, well, ah, interesting. Actually if you think about it we are doing most of what you suggest. If the game is good, it gets a page or even 2, plus a fact file, in the issue before our review crew gets it. The whole purpose of our 4 person review crew is, (as you stated you agree with Ed on RPGs) to give several opinions by a stable base of players, each of which has specific likes and dislikes. A one person review can very easily have biases because he doesn't like that type of game. To break out specific categories gets lengthy and our overall 1-10 number actually takes into account all of the categories that you list. If any one category is unusually good or bad the reviewer mentions it in his comments.

You really went out on a limb to say we weren't the first to break the news on the P.C. Engine. Unfortunately you didn't see our 1989 Buyer's Guide which was published in October 1988. It had a lengthy article about the P.C. Engine. In fact Quartermann was the first to break the news way back in July 1988, with a photo of R-Type to boot! Sorry Andrew, our editors don't just sit behind their desks waiting for the news to come to them. They are out in the field where and when the news is being made, and many times even before!

Arcade Alley will pop up (as in this issue) when there is something spectacular to report. How about it folks? Any other suggestions on how to make the book even better?)

Newer than AMOA! Sega's first 32 bit arcade game - Rad Mobile!

REVIEW CREW

THE 'CREW'

Nintendo - Software Toolworks
Gauntlet 2

Type:Adv. Release:Now
Levels: 100+ Difficulty:Avg.

The sequel to the original Gauntlet is coming from Software Toolworks (formerly Mindscape). This time up to 4 players can join in simultaneously, all experiencing the 100+ levels loaded with secret rooms, traps, transporters, force fields, monster generators and the full crew of villains we have learned to hate but respect from the first game. It's straight from the arcades with digitized sounds and new mazes.

STEVE	The boss has moved on to an early prototype of Ghouls and Ghosts 3 for the Super Famicom. He says it's an 8 meg wonder and one of the best games ever.	Gauntlet 2 does an excellent job of gathering up all the elements from the coin-op and putting tons of enemies on the screen at once. In the process, however, the game goes from what was a 78 record in the arcades, to being a 33 at home. It's there, but it's slow.
ED	Ed's gotten the SF fever also as he now has a couple of hundred hours in on Super Mario 4. It's an obsession to him and takes all of his free time.	Gauntlet was one of my favorites in the arcades. While I admire the company's attempt to make a 'real' 4 player game, the NES is not an arcade machine. It'sOK as a 1 or 2 player game and as such, the game does what the first version did - play a decent NES adaptation of Gauntlet.
MARTIN	Martin also has gotten the SF bug. Even though he can play any of a dozen SF softs he keeps going back to the race game F-Zero. Gradius 3 is high on his list also.	Gauntlet 2 is a good translation of the arcade game. It has all of the options you would expect, but the game lacks appeal because of washed out graphics and slow, repetitive play. The option for four players is nice, but there is so much flicker and slowdown it doesn't add much.
SUSHI-X	Sushi- X called in sick yesterday.It seems that he got really sick after trying out both of the the new 360 degree rotating games - the R-360 by Sega and the D3-BOS by Taito.	I was disappointed by this version of Gauntlet because of slow game play and the large amount of flicker throughout most of the game. The game has a jerky feel to it, not smooth and fast paced. I like the 4-player mode but it moves even slower and choppier!

Nintendo - Tradewest
Solar Jetman

Type:Action Release: Now
Levels: 12 Difficulty:Avg.

The Golden Warship has been disassembled by a group of alien space pilots and hidden on 12 different worlds in the galaxy. You must explore all the planets, find the pieces and reconstruct the ship. Collect extra fuel and buy more powerful weapons as you search the worlds. Use your tractor beam to latch on to and tow unknown alien treasures you find. Refuel the mothership and move on to new worlds

STEVE	EXCELLENT! Solar Jetman is one of the best original entries I've seen in a long time, taking the basic premise from the rarely-seen coin-op Gravitar and bringing it home to the NES. Tradewest & Co. have done a fantastic job with this flying, collecting, shooting game with no equal!
ED	Wow! Tradewest has a great hit here with something that is sorely needed for the NES - a new and original concept. It takes a while to get used to the controls but once gotten used to, the game is very addicting. And difficult! The password feature is good as it's a long game.
MARTIN	This is a totally unique game boasting a lot of neat features. Besides a completely original theme (a rare find on the NES) Jetman has a ton of items to find and huge alien caverns to get lost in. A nice break from the plague of unimaginative carts invading the store shelves.
SUSHI-X	Solar Jetman is an interesting game because it is so different from everything else. The game play is hard to get used to, and will take some time to master the moves. The massive mazes are long and challenging, making the game even more difficult to master. But still fun!

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CIRCLE #108 ON READER SERVICE CARD

Nintendo - Tengen
Skull & Crossbones

Type: Action **Release:Now**
Levels: 7 **Difficulty:Avg.**

Tengen has converted the Atari Games arcade classic for the NES. In this you must kill off the evil wizard and his henchmen on land and sea as they have kidnapped the princess. Gather up all the booty food and weapons you find including coins, goblets, guns, scepters and shields while racing against the countdown timer. Team up with a friend in this swashbuckling adventure of the high seas and castles.

Skull and Crossbones lives up to the arcade version on which it's based in almost every respect. You get jerky game play, poor control, a frustrating goal and very little to be excited over. Skull and Crossbones is one of the first Tengen titles that didn't gush of superior design.

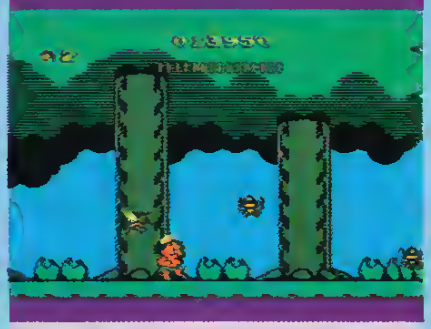
I was surprised to see this type of product come from Tengen. Their previous games were good arcade conversions but while this does duplicate the arcade game, some coin-ops need help! As is, only the very young will appreciate what this game has to offer.

If there ever was a game I'd put out of its misery it's S&C. Although a pirate game is a neat concept this game suffers from choppy animations and annoying sound. Backgrounds are colorful but feature hardly any detail at all. Difficult control and repetition are downers too.

The graphics are not up to what we have grown to expect from Tengen. The sounds don't have the variety either. While it's a different idea it just doesn't live up ti it's potential. It could have been a better game with more variety and levels that didn't repeat as often.

Nintendo - Hudson Soft
Adventure Island 2

Type: Adv. **Release: Jan.**
Levels: 64 **Difficulty:Avg.**



Husdon Soft is following up on it's popular Adventure Island NES title with a sequel that contains twice as many areas as the original! Venture through 64 levels of tropical islands, arid deserts and up into snow covered peaks of a mountain range. Grab a skateboard for speed and munch on fruit for energy as you take on huge enemies. Hitch a ride on a friendly dragon when the going gets tough!

Adventure Island was a completely excellent multi-round action/adventure and the sequel not only lives up to this high level of quality, it actually surpasses it. Adventure 2 throws in all types of new objects to interact with, expanding the scope of the first game and delivering plenty of fun!

Hudson has the right idea - take a good adventure game and make it better in the sequel. It is longer than the first and you'll get your money's worth out of this one. A good variety of levels and backgrounds. I like the cute dinosaurs you get to ride.

Adventure Island 2 is really cool. A big step up from part one! It features a whole new quest, bigger than before and large boss creatures that differ rather than just change heads. The dino powe-ups are really neat and flying a pterodactyl is a lot cooler than riding a skateboard. Great play!

If you're a fan of the first Adventure Island, then you're sure to like this one. It has great graphics, and the game play is smooth. The new power ups are great, along with some interesting new items. If you hated the skateboard you'll love the new dino buddies.

Master System - Sega
Ghouls & Ghosts

Type: Adv. **Release: Jan.**
Levels:10 **Difficulty: Avg**

It was spectacular on the Genesis and has now been downsized for the Master System. Fight against Loki and his underworld servants as you try to survive through an onslaught of evil demons. Find and open treasure chests, at your own risk. Get either a needed power upgrade or a magician who will turn you into a duck. Make it through 5 levels only to have to repeat them all to get to Loki!

The 8-Bit Sega translation of Ghouls and Ghosts is pretty amazing! The graphics are some of the best you'll ever see on the SMS, and the game play remains just as strong. Sound quality isn't up to 16-Bit standards, but there aren't many SMS titles to strongly recommend, but this is one.

Sega is starting to breath more life into the 8-bit. Many of the older titles were only mediocre at best but G&G turns that around real fast. For a 2 meg game the product is spectacular! All the levels are there as most of the action. The bosses are done well and Loki is exceptional!

I'm impressed! I never thought Sega could actually shrink this awesome Genesis game into a 2Meg 8-bit and come out with something decent. Of course the graphics are toned down, but the play remains intact. It's all there, 2 quests, the weapons, Loki, and more.Can't wait to see lil' Strider.

This 8-bit version of Ghouls and Ghost was really great. The game play is a bit rough, there's a lot of flicker, and it does slow down. Otherwise, graphics are great and more than makes up for the lack of detailed backgrounds. It doesn't compare to the 16-bit version, but it's still good!

Enjoy Hudson

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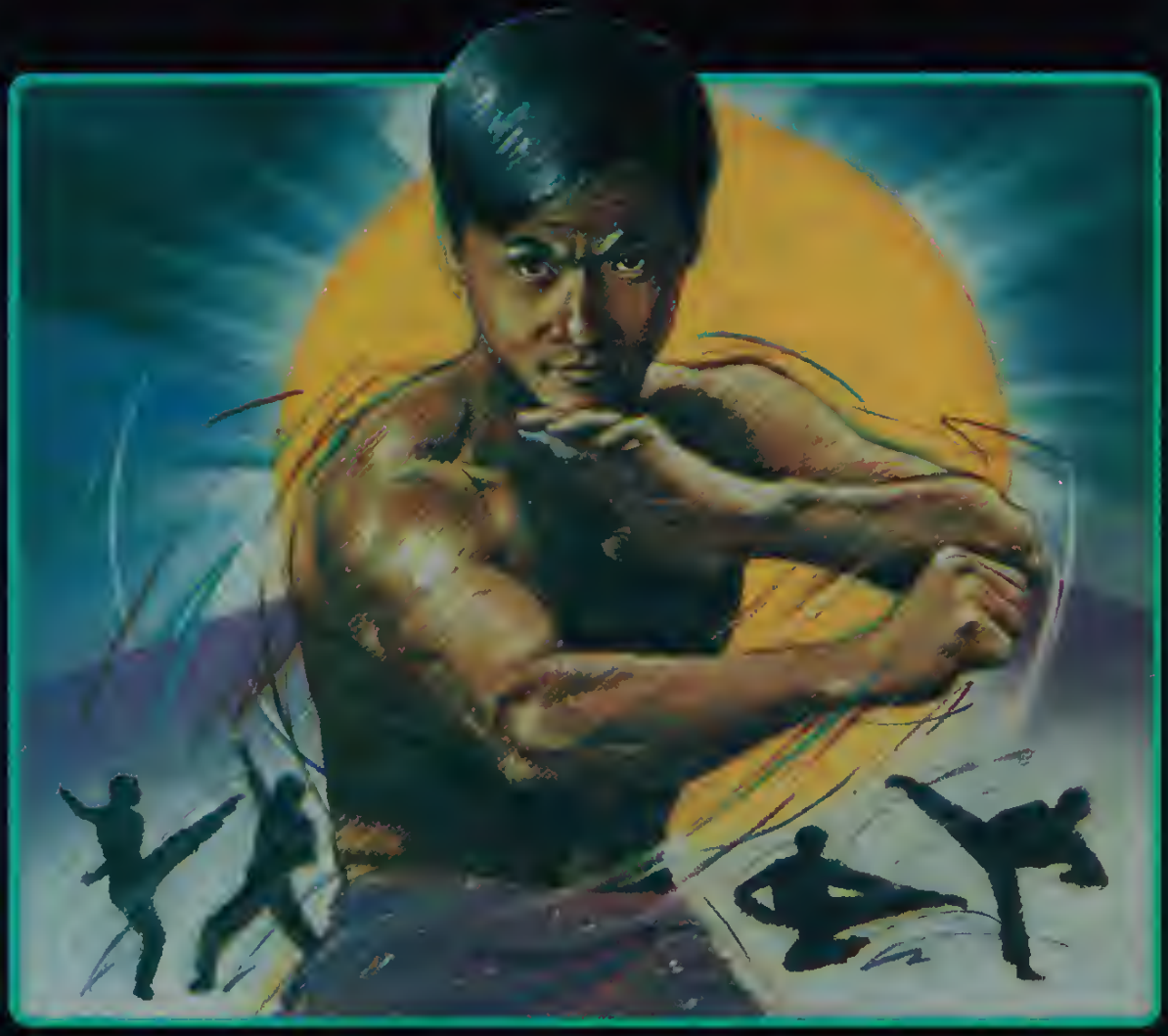

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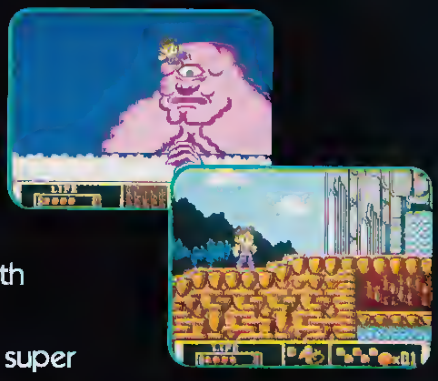

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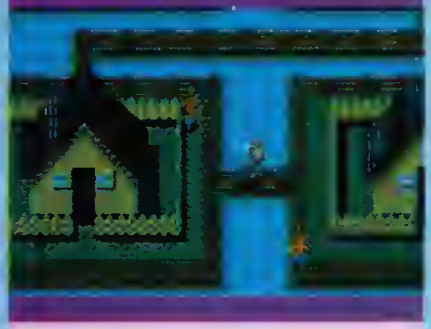
CIRCLE #109 ON READER SERVICE CARD.

Genesis -Sega
Vermilion

Type: RPG **Release: Now**
Levels: NA **Difficulty:Hard**



Sega's newest RPG for the Genesis puts you in a medieval setting where eight crystals must be located and collected. Travel from town to town fighting off the demons in the countryside and powering up your weapons and health in the villages. New in this RPG are the multi-view screens - the overhead view of the land, the close-up over the shoulder view of where you are and the side view of the battle screen.

Vermilion comes close to being a RPG, but it basically falls into the "wander around until you bump into something and fight it for experience to move up to higher levels" class. Graphics are decent and the quest will give you your money's worth - fantasy fans won't be disappointed.

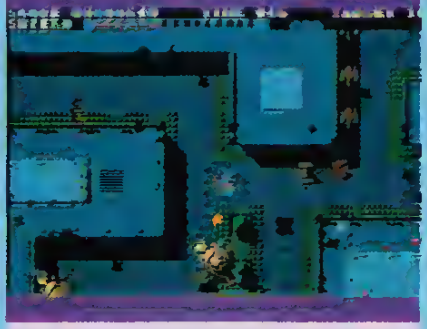
I like Vermilion because it's a decent quest game. While not up to Phantasy Star standards this is the only quasi-RPG game out this season. The different views of the action is great and the side view battle scene is a welcome feature.

Vermillion is a good RPG, it has a big quest and a large variety of items and weapons to get. The graphics are very detailed but the first person scrolling is a bit choppy. Nice music and awesome boss creatures are other high points. The quest is too straightforward and ends too soon.

Vermillion is a good RPG, with great bosses, but the game tends to play a little slow. If you like the first person perspective, then you'll like this game because the whole game plays that way. The adventure tends to drag on, and becomes very repetitious. For hard core RPG fans.

Genesis - Renovation
Granada

Type: Action **Release: Now**
Levels: 9 **Difficulty:Hard**



Hop in your Hypertek Cannon Tank and go out after the enemy who now dominate the cities, countryside and the skies. Scrolling both vertically and horizontally and shown in an overhead view, you must use your radar to locate and eliminate the mini-bosses on each level. Then go after the level boss. Pick up the weapon options along the way but move quickly as you are also fighting a countdown timer.

Granada is the closest thing to Assault, the awesome Atari coin-op, that I've seen yet on the home. It takes the old tank game and spruces it up by giving you specific missions, weapon enhancements that increase the play technique and a frenzied battle that will give even experts blisters.

A spectacular shooter which is a welcome addition to the Genesis line up because it is hard.Most Genesis games are rather wimpy when it comes to being difficult but wait until you get to the 9th level in Granada it is almost impossible! Good 3-D effects and great bosses!

Granada is a big surprise, it looks like just another shooter, but it requires a lot of technique to master. Great graphics and excellent sound and a purpose to each level , instead of mindless shooting. Granada features plenty of action and challenge and totally cool bosses.

This is a great shooter. The game play is smooth and the action is fast and nonstop. It takes a while to get use to the controls because controling a tank is a lot different than a plane. It has great graphics and long levels that have decent end bosses. It needs more power ups though.

Genesis - Electronic Arts
Battle Squadron

Type: Action **Release: Now**
Levels: 6 **Difficulty:Easy**

Electronic Arts first Genesis shooter is a vertical scrolling game set in an overhead perspective. Play simultaneously with a friend as you take out the enemy who has set up strongholds and deployed tremendously huge forces on the ground and in the air. To make it even harder, some of the forces are using a cloaking device which makes it nearly invisible for you to detect them, until it's too late.

Another colorful shoot-out, Battle Squadron just didn't deliver any new thrills that haven't been seen before on the Genesis. The game is a solid piece of blast-em-apart action, but after awhile you begin to wonder if you haven't already stared down the barrel of this cannon.

Great multi-level scrolling backgrounds or 2 player action? It's a tough choice EA had to make but I would rather have the great backgrounds. The game looks flat like something that was done on the 8 bit. When stacked up against the competition this is only average.

Battle Squadron just isn't what a Genesis shooter should be. While the graphics and sound are OK the game lacks in intensity. Power-ups are neat, but nothing special. I like the cloaked enemies. They remind me of the Predator. Other than that, a pretty average shooter.

Battle Squadron isn't the kind of shooter that you would expect from Genesis. The game play is slow, and there is not much action. The power ups aren't great, but never the less they do help you out. The two player mode can be fun, if you like to get you power ups stolen. Not too great!

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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Tengen
Klax

Type: Puzzle Release: Now
Levels: 100 Difficulty:Avg.

Klax, adapted from the recent Atari Games coin-op and one of the first games to be released on all the popular game systems, is a puzzle game somewhat on the lines of Tetris but with the added dimension found in Columns. It uses a convey-or belt which pushed tiles towards you. The tiles fall onto a tray and you can move the tray sideways to drop the tiles in stacks for points horizontally, vertically or diagonally.

Another good rendition of what is slowly becoming the favorite game of every system. The sounds are better than on most of the other versions and the graphics look pretty good. If you're looking for a puzzle game on the Genesis, this is probably the best you'll find.

While like Columns, Klax is still unique as you have specific goals to reach before you can progress to the next level. Going for the 'X' is fun as are the other great combinations. The hidden warp level is a challenge to get. A very addicting game!

It's Klax for Genesis what else is there to say. A very addictive puzzle game to give you a break from Columns. The graphics and sound are good but not as good as the Lynx version. Controls are a bit sluggish, but not enough to detract from the game.

Klax has found its way through many systems, including the Genesis. This is one of those puzzle games that you can't stop playing. The levels vary and the game moves along very smooth. The graphics are good, but you don't have much time to look at them because of the intense action.

TurboGrafx - NEC
Final Zone 2

Type: Action Release: Now
Levels: 7 Difficulty:Avg.

A renegade weapons society, responsible for killing billions is threatening the Earth. You and your crew have to take the enemy head on and defeat them with their own weapons! Put on your special suit in this overhead view shooter, and collect the special weapons and power-ups as you fight through 7 grueling rounds. You can choose from 5 characters, each has different weapons and fighting abilities.

Final Zone 2 has that great CD-ROM introduction (complete with vocals!), and wild intermissions with real speech, but when you trim all this away, you're left with a fairly routine walk-and-shoot in the same vein as Commando. The graphics aren't anything to write home about either.

Why bring this out on CD? Other than a few great intro scenes and intermissions the game could have been done on a card. The game is much too short and not up to the high standards we expect from a CD game. Good voice though!

Final Zone 2 is a bit disappointing for a CD-ROM game. it only has 7 levels and they're really not that difficult. The cinema displays and music are great, but the game is repetitive and needs more action to spice it up. Needs more variety in game play options.

Final Zone 2 its another great CD game for the TurboGrafx. The graphics are great, the voices are excellent, and the music isn't dull and boring. The game play is fast and there is a lot of action. The one complaint is that you can't keep moving while you shoot. Too short!

TurboGrafx - NEC
Veigues Tactical Gladiator

Type: Action Release: Now
Levels: 8 Difficulty:Avg.

There's not much left of our planet but what there is you must save! Protected by your mechanical suit and armed with high intensity laser guns you must take on the enemy who come at you from the front, back,above and even under the water. Destroy as many as you can and get strength points based on your kill. Use these points to add extra protection to specific body parts as it just gets harder and harder...!

This is probably one of the lesser entries for this genre on the Turbo. The main character handles with precision of a drunk ice skater, and outside of the assortment of power-ups (which themselves aren't overly special), this game doesn't manage to get very far.

Nothing new here. It's a lot of shooting but that is about all. The game is predictable and while the choice of selectively powering up specific body parts is decent the game just starts to wear on you after a while.

This game is nothing new or exciting. It doesn't exploit any of the true potential of the Turbo and is less than average. I don't like the ice skating robot and its too easy to recharge your life meter. The only things remotely redeeming are the power-ups and the parallax scrolling.

This game lacks in intensity and it is hard to hold my interest. The graphics lack the detail when compared to most 16-bit games, and the music isn't state-of-the-art either. The game play is weak and your robot could move in more directions.

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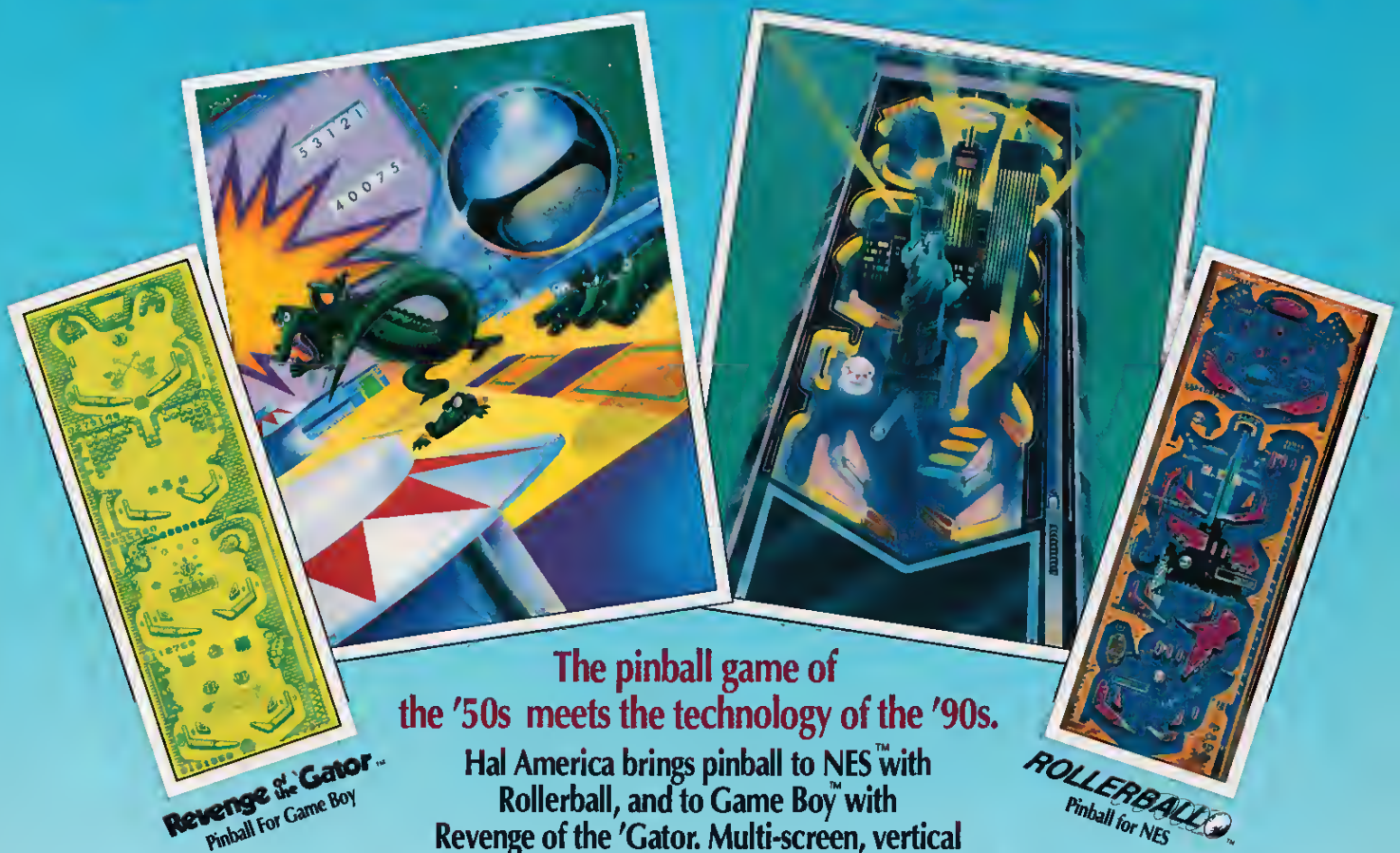
PINBALL



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CIRCLE #110 ON READER SERVICE CARD.

TurboGrafx - NEC
Aeroblaster

Type: Action **Release: Jan.**
Levels: 6 **Difficulty:Avg.**

Kaneko's horizontally scrolling arcade shooter is being converted for both the Turbo and the Genesis home systems. Set in a side view perspective you must eliminate the aliens who have taken over the planet. It's a very intense game but with the ability to power-up your weapons in 10 steps you can develop some very awesome firepower which you'll need when you take on the huge bosses!

Another side-scrolling shooter for the Turbo that comes off as a bit more challenging than most, with a decent array of weaponry and a cool plot progression. You get lots to shoot at, and while it doesn't come close to Blazing Lazers, it is one of the better blast-a-thons I've seen lately.

9

Easily one of the best shooters for the Turbo yet. It's all here - great detailed graphics, huge difficult bosses and great game play with a learning curve that leans to the hard side which is a welcome addition to a home game. The weapon power-ups are awesome!

The best side scrolling shooter to hit the Turbo yet! It's hard to believe you're playing a Turbo game. Excellent graphics,awasome music, and super intense game play put this shooter in a league usually found only on Genesis. Very challenging and very impressive!

9

You can't ask for much more in a shooter! The graphics are great, the game play is intense and it moves lightning fast. The scrolling is great and the music is intense. This is the kind of shooter that you wouldn't expect from the Turbo, but they came through this time. Great game!

GameBoy - Sunsoft
Gremlins 2

Type: Adv. **Release: Now**
Levels: 5 **Difficulty:Avg.**

The cute little Gizmo is back, this time in black and white for the small screen. The evil Mogwei are everywhere as are pesty bats and spiders who drop down uninvited. With lots of good effects ranging from springs which propel Gizmo sky-ward out of the reach of the enemy, to the novel bonus rounds, there is always plenty of action to keep the game challenging and interesting.

Gremlins 2 on the GameBoy is not a bad game, it just isn't overly exciting. I'm not saying there isn't anything to like, but the pace of the game is so leisurely, you sometimes stop ask if you're having fun. The execution, with intermissions and Bosses is well done, and will appeal to some.

6

Anything that isn't a puzzle game is a welcome addition to the GameBoy. With the cute helpless looking Gizmo and great intermissions the whole game comes off decent and game play on the GB is actual viewable. Slow, predictable but decent action.

Gremlins 2 is an OK game for the GB. Not very intense, but it offers some interesting situations for Gizmo to go through with your help. Great music and graphics, the cinema displays are cool. Mean bosses and a variety of power ups add to this challenging but slow paced cart.

7

Not being a big GameBoy fan I wasn't looking forward to playing this game, but I must say, it was very addicting. The game play isn't bad, for a GB, you can actually see what you are doing. The graphics are good and the end bosses are interesting.

Lynx - Atari
Robo Squash

Type: Action **Release: Now**
Levels: N/A **Difficulty:Avg.**

Robo Squash is an odd-name for what is essentially a nineties version of the Atari classic, Breakout! You get the same ball-breaking-bricks challenge, with a paddle that is used to return the projectile back at the tiles, but in this twist you get to play the game in 3-D! Everything comes at you with smooth scaling, end a two-player feature lets you face off in a tunnel of doom where three strikes means you're out.

Robo Squash is about the silliest name I've heard for a game lately, but putting that aside, the game suffers from few faults and delivers what it promises: a 3-D breakout. The splats from missed balls should leave, es they end up filling the screen and making it hard to play.

7

Granted that Atari needs more titles for this great piece of hardware but this is not the way to go about increasing the inventory. Nothing great here. The 3-D effects just aren't a good enough reason to try Breakout again.

Robo Squash is the first disappointing game I've played on the Lynx. It's just 3-D breakout. I can't stand the way the ball splats against the screen blocking your view of the court. The game just doesn't have any outstanding features for being on such an outstanding system.

7

Robo Squash is power glove for the Lynx, but you hit the ball back instead of throw it. The graphics aren't the kind of graphics that you would expect from the Lynx. You'll get really tired of the ball splatting against the screen and blocking your vision. It's fun with two players.

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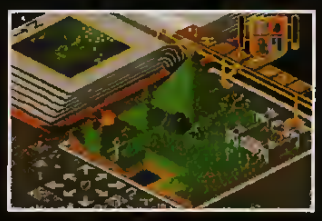
D. Dozing, pestilential swamps
E. World-wide acne epidemic



G.A.T. QUESTION #2

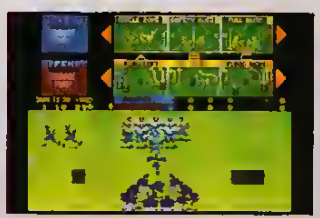
Q: BUDOKAN THE MARTIAL SPIRIT™ FEATURES KARATE, BO, NUNCHAKU, AND KENDO. EACH MARTIAL ART HAS OVER ___ UNIQUE MOVES:

A. 10
B. $E = mc^2$
C. 16
D. π
E. 25

G.A.T. QUESTION #3

Q: IN JOHN MADDEN FOOTBALL,™ THE ONLY THING YOU *CAN'T* MAKE YOUR PLAYERS DO IS:

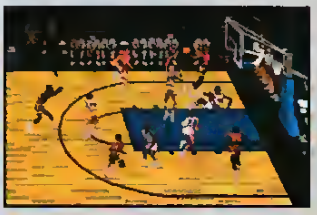
A. Call 100 different pro plays from John Madden's playbook
B. Hit hard, hit often, hit mean
C. Sell popcorn at the game
D. Dive, spin, jump, break tackles, and call audibles
E. Tough it out in the mud or snow to win Super Sunday



G.A.T. QUESTION #4

Q: IN LAKERS VS. CELTICS AND THE NBA® PLAYOFFS,™ YOU CAN MASTER:

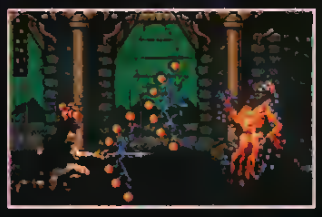
A. Michael Jordan's awesome air reverse slam
B. Charles Barkley's monstrous gorilla dunk
C. Isiah Thomas' slashing drive and finger-roll
D. Clyde the Glide's ferocious tomahawk jam
E. All of the above



G.A.T. QUESTION #5

Q: THE ___ IS THE CENTRAL WEAPON IN SWORD OF SODAN™:

A. Enchanted sword
B. Killer parakeet
C. Industrial strength chainsaw
D. Small to medium-sized thermonuclear device
E. Rubber chicken



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E. None of the above

G.A.T. QUESTION #7

Q: IN ZANY GOLF,™ PLAYERS OVERCOME OBSTACLES LIKE:

A. Land mines, hot dogs, and swamp shrews
B. Lasers, hamburgers, and moving holes
C. Gravity, relativity, and math anxiety
D. Terrorists, aliens, and dingo smugglers
E. Adolescence, socialization, and genetic inheritance

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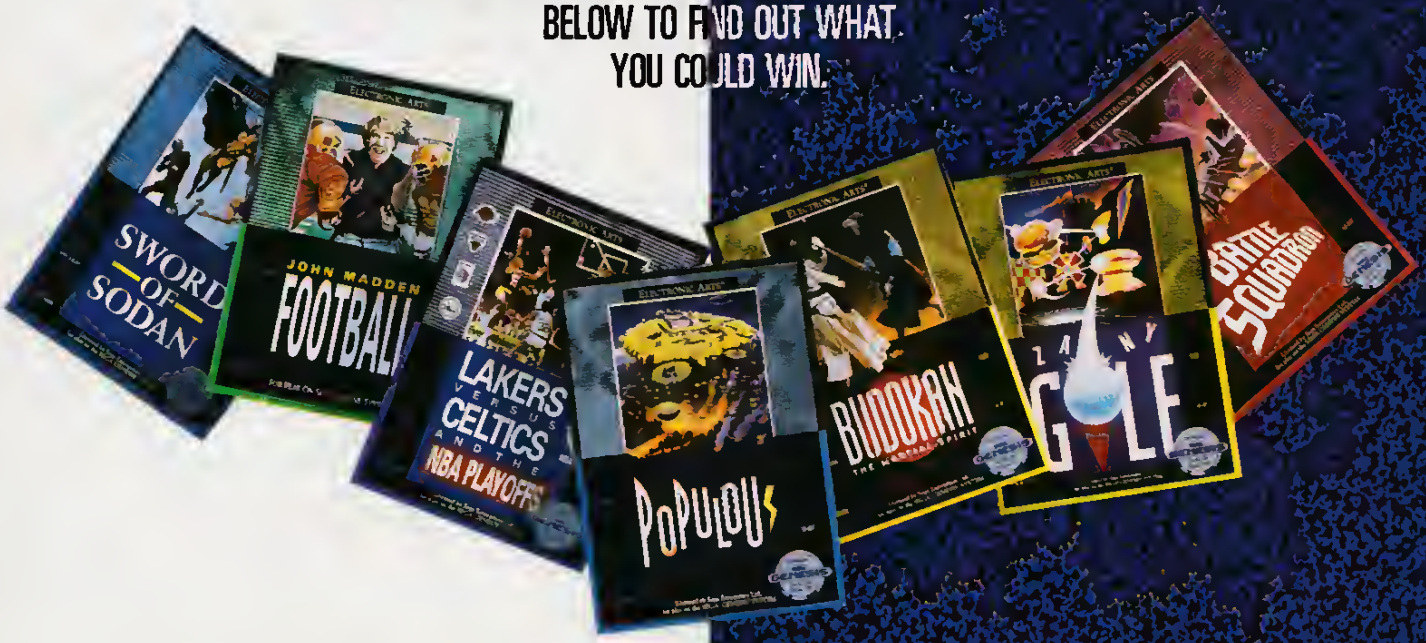

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GAMING GOSSIP

...Nintendo SFX Update...Sega 16-Bit Game Softs...Double Dragon - The Movie...Nintendo CD-ROM... Capcom Gets Q-Sound...First Q-Sound Games...Bonk 2 Coming Soon...Atari Set For Pit Fighter 2...

...Well, the cat is finally out of the bag! That sly Nintendo 16-Bit super machine finally found its way onto Japanese store shelves, heralding in a new era of video gaming. While the system, which was first brought to everyone's attention for the first time almost two and a half years in the pages of EGM, sold out more than 300,000 consoles in less than an hour (with lines stretching for blocks days before the street date), it still has a bit further to go before it hits our eager little hands. Nintendo has tentatively approved a September '91 unveiling of their next generation machine, hoping to land yet another product in the number one Christmas gift-giving position next year...But wait! Moi has dug up even more dirt on the Nintendo 16-Bitter! While a consumer version of the device won't be ready until Fall, rumors have it that Nintendo will be unleashing a coin-op counterpart, which uses the SFX in much the same way their Play Choice-10 uses the regular NES, at the ACME arcade game convention early next year! Sure, you'll have to dump a few quarters to get a taste of Super Mario 4, F-Zero and the other great new games on the way, but it beats going to Japan!...

...Here's a hot rumor that finally appears to be reality - several production companies are working on a live action version of the perennial video game bash-em-up, Double Dragon! Not much info was available at this time, but sources tell me that the white shirts in charge of the film have pointed their fingers at Steven Seagal and Jean-Claude Van Damme for the leads! I can already see it: "Jimmy, you better dial 911"...Speaking of Mr. Van Damme, recent rumblings have several game companies scoping out this recent superstar to lend his name to various arcade and consumer products. In the early voting, it appears that Atari Games may have scored the coup to win the favors of the ultimate martial arts monster in a game concept that could more easily be described as a follow-up to their current coin-op blockbuster, Pit Fighter...

...Q-Sound, that much heralded technology that reproduces sound in a manner that lets you experience audio input from every direction, will supposedly get its first test drive in the arcades in a new Capcom hardware configuration called the CPS-II system. The premiere offering for the new CPS-II will be Street Fighter 2...What do you get when you cross Ragady Anne's boyfriend with the monstrous offspring of the Munsters? You tell me...Bonk 2 is on its way! NEC scored big with this prehistoric cave-dude and it now appears that they intend to follow-up this success. The American version of the game is about 75% done and will show up in the first half of next year - check out the special Turbo insert in next issue for the first photos of this killer card...

...With NEC riding high with several new CD releases and Sega planning the launch of their own machine, did anyone think Nintendo would really turn their back forever? In addition to rumors that have Super N fashioning a CD-ROM add-on for their Super Famicom, other persistent talk has Nintendo working closely with Sony to produce a device that will interface directly with the regular 8-Bit Nintendo Entertainment System. While I've brought news of such a device before, from Game Genie developers, Camerica, the Sony system is rumored to be much more powerful and boast the ability of automatic machine-CD access. Not only could this boost the size and scope of the games that the NES can produce, it would invite the use of actual music.

...Sega 16-Bit owners need not worry! Quartermann has obtained a super secret list of programs that are supposedly in development and expected for release sometime in 1991! Several new third-party licenses will be bringing these softs your way, although not all the contracts have been completed at this time. The list (drum-roll, please)...Pac-Mania, Rolling Thunder Deluxe, RBI 3, Pinball, Beirut, Midnight Resistance, Area 88, Ultima 6, Winning Run, Line of Fire, Battle Golfer, Thunder Force 4, Air Diver 2, Battling World (Modem), Super Bubble Boble, Incredible Hulk, Captain America, Ninja Warriors, Rough Racer, Final Fight, 1941, Aero Blasters, Fantasia, Vindicators, Darius, Master of Weapon, Turbo Outrun, Cal. 50, Disempu, Galaxy Force, Willow, Toobin', Tarzan, King Kong, Apache, Cadash, Aliens, EPROM, Altered Beast 2, Lunar Lander, 720, Moonwalker 2, not to mention five CD-ROM titles (Forgotten Worlds, Super Monaco GP, Assault, Phantasy Star 4, Dragon's Lair) and a four-in-one cart with Shinobi, Hang-On, Zaxxon and Rasslesia plus more. Sounds great - can't wait...

- QUARTERMANN

FRESH FROM THE SAGE

SHADOW
BLASTERS

SUMMON THE POWER OF HYPRION TO STAND DEFIANT IN THE SHADOW OF EVIL

Experienca the supernatural Powers of Warriors from distant timas as they roam tha planet battling the forcas of darkness, tha phantoms of Ashura. Hurling the Flamas of Justica they seek and destroy the scourge that has befallan the Earth.

WIN A FREE CD
*DETAILS BELOW

Insector X

THEY'RE GONNA BUG YA!...TO DEATH!

Compared to these [illegible] killer bees are about as scary as a butterfly. In this awesome insect Empire you've got to be a [illegible]! No can of bug spray will help you here. These giant [illegible] insects mean business. Become top enthralled [illegible] daydream could become [illegible]

Become ... Insector [illegible] ent's delay [illegible] your last!!

*You [illegible] X [illegible] by clipping and sending in the [illegible] package [illegible] 31 [illegible] Creation.

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SEGA GENESIS
16-BIT CARTRIDGE

SEGA AND IBM INK DEAL FOR TERA... A GENESIS AND IBM COMPUTER COMBO!

Sega of Japan and IBM of America have just announced that they are cooperatively working on a new computer which will combine the Sega Mega Drive game system with a 100% compatible IBM computer. IBM will supply the technology and Sega will produce the machine. It is scheduled to be configured around IBM's most popular model - the PC/AT. Called Tera, this machine will be sold both in Japan and in the U.S. at Sega retailers and IBM personal computer dealers. The projected retail price will be about 100,000 yen or approximately $750.

Sega is planning to debut Tera in the U.S. at the Winter Consumer Electronics Show in January.

Tera's specifications include a dual 16 bit CPU. The standard 68000 Genesis-type chip will drive the game portion while a 80286 chip will power the computer portion. The computer will probably run at the standard 12 Mhz clock speed. The internal computer memory will range from the standard 512 kbytes and can be increased to 2.5 Mbytes. A 3 1/2 inch floppy disk drive will be built in as well as a 20 to 40 Mbyte hard disk drive. The keyboard will be the standard IBM model with built in 4

The new Genesis CD-ROM will directly interface with Tera!

First photo of Tera -- the new Genesis/IBM Computer!

directional cursor and 18 button numeric keypad. The Genesis game controller will plug in the front of the computer as will a set of stereo headphones. The Genesis carts will plug in "Nintendo style", or horizontally rather than the current vertical 'push down'.

Since the unit will be 100% IBM compatible, literally thousands of already existing programs will be immediately useable.

Tera will come with the IBM DOS version 4.0, and custom word processing and spreadsheet software will be available from Sega as an option. Tentative plans include special game programming software to be made available after the unit is in the stores. This software, Sega says, will allow the user to create his own programs! A 14 inch RGB color monitor and a mouse are also on the option list. The RGB monitor will be a very useful option as Genesis users will finally get to see the true graphic potential of the system. Previously, RGB imagery was only available to the adventuresome players who were willing to experiment with the output pins on the back of the Genesis. With Tera this feature will be available at the flip of a switch!

Sega currently plans to bring out three models of Tera. The main difference will be the amount of internal computer memory. The in-store date in Japan is scheduled for some-time in the second quarter of 1991! About 100,000 units are forecasted to be sold the first year. Sega intends to position Tera as more than just another low-cost IBM compatible computer. To accomplish this, Sega plans to make the computer versatile, expandable and useable far into the future. The long awaited Genesis CD-ROM peripheral will be able to be connected to Tera through a special interface. With this option and the open architecture of the computer, the huge amounts of memory made available by the CD medium will allow Tera to access data files previously too large for normal chip or magnetic medium. Other great features only possible on CD include full motion video, true voice and high fidelity, full length soundtracks.

The Sega brand computer that IBM has agreed to participate in is intended to be a beginner's model for the younger users. As such, many of the specific computer applications will be game oriented. In the U.S. IBM currently has their low-cost PS/1. When Tera is introduced here it will be marketed in a similar fashion. As to a specific U.S. date, Sega is aiming for late spring. Beyond the U.S. Sega states that they are looking for "...world-wide expansion."

SHARP INTRODUCES A TV WITH A SUPER FAMICOM BUILT IN!

Sharp Electronics of Japan has just announced that they will introduce on December 5, 1990 a new television set which will have a 100 percent compatible Super Famicom game system built in. Technically known as the Sharp 21G-SF1, this combination system will sell for 130,000 yen (about $975) and will include two control pads and a remote control.

The television set has a 21 inch diagonal black matrix flat-tube screen with quartz crystal frequency control. This means that all of the TV channels are automatically set to the Japanese channels and therefore are not compatible to the channels over here. All of the other controls on the TV are the same as those found on any other TV except for one - there is a special switch which automatically reduces the brightness of the TV when the Super Famicom is being played. Japanese TV's have their brightness preset to a higher level than that which is normal for game play.

The remote control is also standard fare with one unique feature - on this model there is a button which resets the game being played!

A TV/game system combination is nothing new to Sharp as they have introduced a TV with a Famicom built in a while back!

Sharp's new TV with a Super Famicom game system built in!

The Super Famicom is built into the top of the TV. It is angled up and to the rear to allow for easy insertion of the cartridge. Three controls are mounted on the SF. They include an on/off switch, and buttons for game reset and cartridge eject.

Two standard SF controllers are included and they plug into the lower left corner of the TV. The controllers carry the Sharp SF1 name though.

All connections between the SF and the TV are internal. As is the power supply connection. Although the stand-alone SF can output a Super VHS (Y/C) and a RGB high resolution signal the internal connections on this TV combo are just the standard Audio/Video type. On the negative side, the TV set only has one speaker and all audio is in mono despite the fact that the SF can produce some of the best stereo audio ever heard on a game system! Fortunately there are stereo output jacks on the back of the TV to run the audio through a stereo system!

The Super Famicom system is built into the top of the TV!

The combo TV/Super Fami comes with two controllers and a remote control which has a button to reset the game on it!

Combining a Nintendo video game system with a television is nothing new to Sharp. The first version of their video game and TV all in one first debuted several years ago when the company released a similar model equipped with the standard 8-Bit Famicom. Similar architecture was employed in the American equivalent, which boasts a Nintendo Entertainment System as part of a similar package.

While the original Famicom models experienced some problems with cartridge compatibility, the configuration of the Super Famicom softs will most likely limit any interfacing difficulties. For the Japanese, Sharp has delivered the gamer's ultimate dream of 16-Bit Nintendo game play with state-of-the-art television quality.

IF YOU FIGURE THIS READY FOR

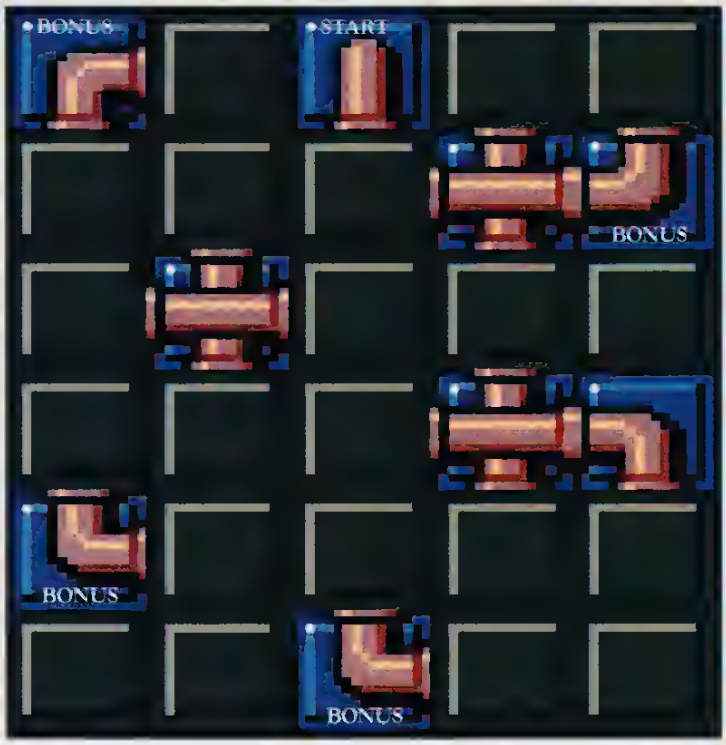
Pipe Dream. If you're a Game Boy™ or NES® player, you're looking at the next big thing. Because it all comes down to you vs. a whole warehouse full of plumbing parts. And the forces of chaos. But you've got four powerful weapons. Your right hand. Your left hand. Your right brain. And your left brain.

In the real game, this slimy green stuff called flooz starts flowing through the pipes. To stay ahead of it, you have to build the most radical pipeline you can dream up. And that's exactly what you have to do with this puzzle.

Start where it says START, and put each of the nine pipes in an empty square. Make sure every little white dot stays in the top left corner, or your entry won't count. Some pieces have two straight pipes crossing each other. The flooz always flows straight across these pipes and out the opposite side. If you can make your pipeline loop around so the flooz crosses through one of these pieces twice, you'll score bonus points.

(Hint: To get the highest score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



PIPE DREAM CONTEST ENTRY FORM

Name_____ Age_____

Address_____

City_____ State_____ Zip_____

Phone_____ My score is_____

$1000 BONUS PRIZE! Answer question 1 or 2 to qualify. (Optional)

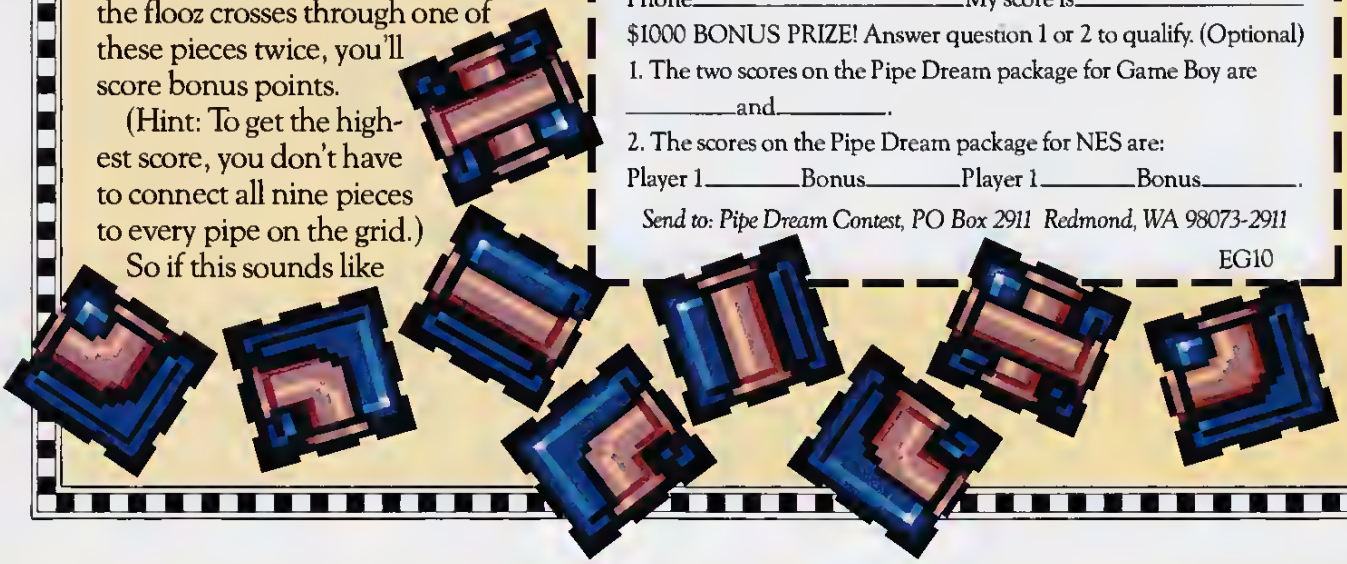
1. The two scores on the Pipe Dream package for Game Boy are _____ and _____.

2. The scores on the Pipe Dream package for NES are:

Player 1_____ Bonus_____ Player 1_____ Bonus_____.

Send to: Pipe Dream Contest, PO Box 2911 Redmond, WA 98073-2911

EG10



OUT, YOU MIGHT BE PIPE DREAM.™

your kind of game, try it now. Then go down to your Nintendo dealer, and see what it's like for real. When you've got nine million gallons of flooz breathing down your neck. And gaining.

HOW TO ENTER:

Cut the puzzle pieces out of this magazine and paste them in the right places on the grid. Or make a copy and work with that. Then send in the puzzle and the completed form to us.

All entries must be received by January 31, 1991.

HOW TO TOTAL YOUR SCORE

Add 100 points For every square the flooz flows through Don't count the starting piece Count all the pieces you place, and all the pieces that you use on the grid

500 point bonus For each place the flooz crosses itself in a cross pipe (Plus the basic 100 points for the square)

500 point bonus. For each piece marked "BONUS" the flooz flows through (Plus the basic 100 points)

Subtract 100 points For every piece you don't use, including the pieces you cut out, and the pieces that are already on the grid

If you figure out the highest score, you win In case of a tie, winners will be decided by random drawing

IMPORTANT: Write your score on the back of the envelope. Unscored or incorrectly scored entries will be disqualified.

GRAND PRIZE– A TRIP TO NINTENDO!

If you're one of our three Grand Prize winners, you'll get a trip to Seattle for 4 days and 3 nights. Your prize includes round trip airfare for two, and hotel accommodations. You'll get the grand tour of Nintendo. Meet Nintendo Game Counselors. Talk some hard-core NES with them. You'll even have lunch at Cafe Mario℠ where all the Nintendo people eat. And a dinner at the Space Needle in your honor.

So, if you want to see how intense Pipe Dream really is, head on down to your Nintendo dealer.

When you get there, this is what the packages look like. But you better get there soon. Or they'll look like an empty space on the dealer's shelf.

2ND PRIZE (25)

FREE BPS GAME OF YOUR CHOICE AND A BULLET-PROOF SOFTWARE T-SHIRT!

3RD PRIZE (75)—FREE BPS T-SHIRT!

BONUS PRIZE—$1,000!

Enter our $1,000 drawing, too! Answer one bonus question on the entry form and you could win. Here's how. On the back of the Pipe Dream package, there are pictures of two screens with scores on them. Include the scores from either the NES or Game Boy box on the entry coupon

OFFICIAL CONTEST RULES (No Purchase Necessary) *One entry per person, please All entries must be received no later than January 31 1991 No responsibility is assumed for lost, stolen or misdirected mail In the event of a tie winners will be chosen by random drawing on or about February 5 1991 Regardless of score, BONUS PRIZE will be determined by random drawing from all entries that answer Bonus question It is not necessary to answer this question to qualify for Grand Second or Third Prize awards Winners will be notified by mail By acceptance of their prizes winners consent to use of their names, photographs or other likenesses for the purpose of advertising or promotion on behalf of Bullet-Proof Software (BPS) without further compensation Chances of winning are determined by the total number of entries received Limit one prize per household No substitution of prizes is permitted All prizes will be awarded A list of winners will be available after February 5 1991 by sending a self addressed stamped envelope to Pipe Dream Winners 8337 154th Ave NE Redmond WA 98052 BPS will arrange air travel and hotel accommodation for each Grand Prize winner and his or her guest BPS will also provide $300 spending money lunch at Cafe Mario and dinner at the Space Needle All other expenses are responsibility of game winner Approximate value of each Grand Prize $2,500 Grand Prize excursion dates will be determined by BPS If the winner is under 18 they must be accompanied by their parent or guardian Any guest under the age of 14 must provide written parental consent and release Some restrictions apply Contest not open to employees of BPS Lucasfilm Ltd Nintendo of America Inc their affiliates agencies or their immediate families This contest is void in Canada and elsewhere where prohibited by law This contest is subject to all federal, state, and local taxes and regulations Taxes and fees are sole responsibility of winners*

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NEXT WAVE

NEXT WAVE

ISOLATED WARRIOR, KRION CONQUEST, ARCH RIVALS, METAL MECH, PUZZNIC, SHERLOCK HOLMES, PHANTASY STAR 3, M.U.S.H.A., MOONWALKER, POWER MISSION, KUNG FU MASTER, ZARLOR MERCENARY, MS. PACMAN.

MENU

- Nintendo
- Sega
- TurboGrafx
- Genesis
- GameBoy
- Lynx
- Arcade

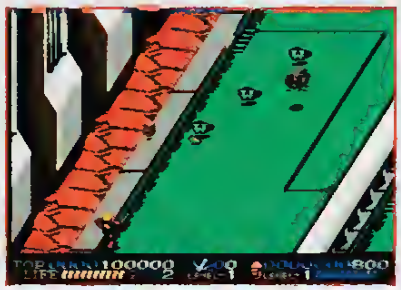
NEW SOFT NEWS

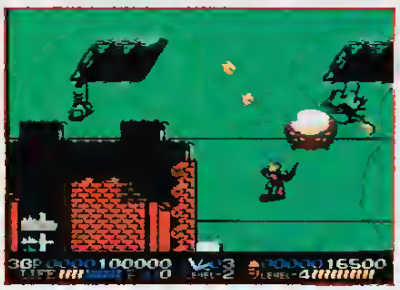
Koei is going to follow up its military history/strategy NES game - Nobunaga's Ambition with a sequel. This version, with the new MMC5 chip and 3 meg + 128k RAM, promises to satisfy even the most dedicated war strategists. A GameBoy version of the original Nobunga is also in the works. NEC is really going heavy into CD's during 1991. Besides It Came from the Desert, Lords of the Rising Sun and Valis 2 look for great new titles like Shadow of the Beast and Loom! On cards, Bonk will have his sequel, and the TV Sports series will have a basketball and hockey simulation. For Genesis look for a lot of new second half 1991 arcade titles to go up against Nintendo's new SFX and games. CD titles will start to appear in summer with Phantasy Star 4, and Dragon's Lair.

ISOLATED WARRIOR

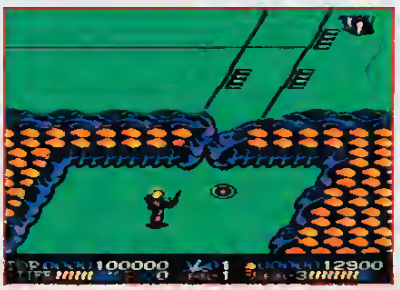
NTVIC/Nintendo

Unknown aliens have just attacked the planet of Pan. All is lost and the people have given up and evacuated the world. That is all except one - Max Maverick. He suited up for battle and decided to face the aliens alone! Armed with bombs and two types of lasers, you set off on a diagonally scrolling quest shooting everything that moves! It's an action game with five levels of weapon power-ups, bonuses, speed-ups, life recovery capsules and the barrier - a force field which temporarily protects you. Either walk, float on a hoover craft or pop a wheelie on your motorcycle as you move through the streets. With 7 stages of action, great special effects, and a password to save your game.





Move through the game either on foot, on a hoover craft or riding your motorcycle.



You can power-up each of your weapons in five successive steps as you pick up special items along the way!

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SEGA GENESIS 16-BIT CARTRIDGE

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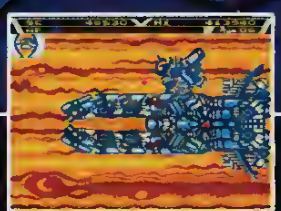
ARROW FLASH™



In the 30th century, Viking terrorists, led by the vicious Great Hilagi, are plundering and destroying planets throughout the Galaxy. They move in warships capable of travelling in Nether Space .. and Earth is their next target.

Now, there has been an assault on the laboratory of the renowned scientist Doctor Zerrek Keene who, in a state near death, has summoned his granddaughter, Zana Keene. "Zana," he said, "while experimenting with Nether Space transmission, I caused a huge magnetic field to be formed around our planet, and it has attracted the attention of the barbaric Viking Terrorists." Dr. Keene pressed a keycard into her palm, and with his last breath, whispered, "Zana, use this.. save Earth."

Zana Keene, trained as a test pilot at the United Government Military Academy, knew what he had given her...access to the space fighter "Chameleon" ERX-75 — capable of combat in Nether Space, and of transforming itself into a robot — the strongest weapon ever developed by the United Earth Army. Zana Keene knew what she must do. "Use this. .save Earth."

Renovation Products, Inc. 987 University Avenue, Suite 10, Los Gatos, CA 95030. Phone (408) 395-8375. Fax (408) 395-8377.

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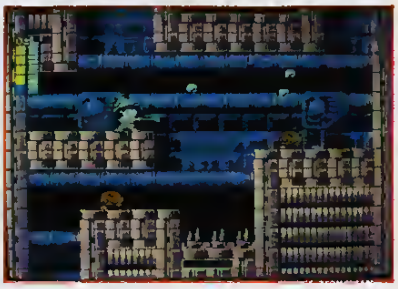
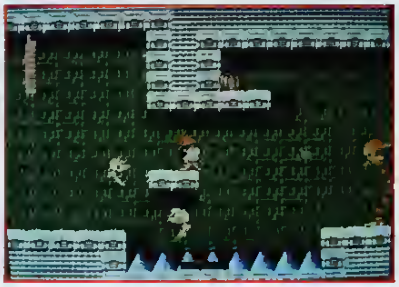
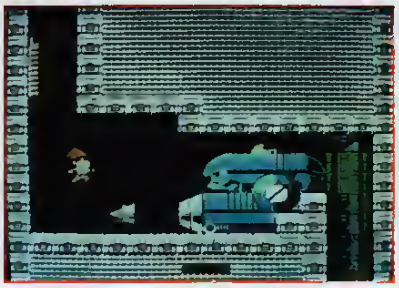
CIRCLE #113 ON READER SERVICE CARD

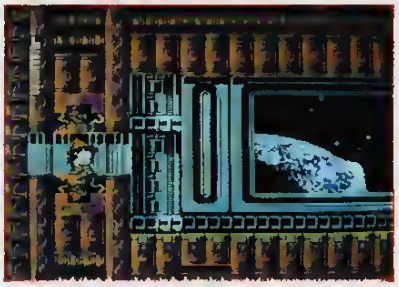
KRION CONQUEST
Vic Tokai/Nintendo

Eons ago a once peaceful civilization lived on our planet. Great Beasts arose from the underworld and almost completely destroyed the world. When all seemed lost the people called upon the spirit world for help. A tiny witch of great power and magic took pity on their situation and drove away the Beasts. Since then the world rebuilt itself and lived in harmony until the present day. Now the world is again on the brink of destruction, this time by a battalion of robots from the planet Krion. The people once more called out for Francesca's help. You must save the world by locating and destroying the Krion leaders hidden somewhere in the mazes of their flying battleships!





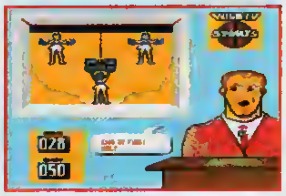


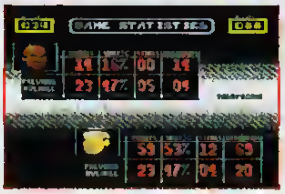


The Krions are held up in a fortress protected with hundreds of menacing mechanical monsters..

ARCH RIVALS
Acclaim/Nintendo

It may look like basketball but it probably should have been called basket-brawl! Don't expect a super detailed 5 on 5 simulation, but rather this is a great fun game where everything goes as there are no fouls called by the ref! The ref's eyesight is so bad that when he runs down the court to follow the action he will trip the players! Some basketball skill is necessary though, as you still have to dribble, pass and rebound but to steal the ball you do have a 'punch-out' move! And pushing, tripping and elbowing are all legal! What counts is that you make the baskets, any way you can! It's not pro ball but who says you can't have fun once in a while?





IF YOU'RE STILL PLAYING SEGA, NEC, OR NINTENDO YOU'RE NOTHING BUT A WEENIE!

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Tough talk, but think it over. Why fool around with limp, underpowered 16 bit systems when NEO•GEO® now offers the hottest, most advanced video entertainment system in the world!
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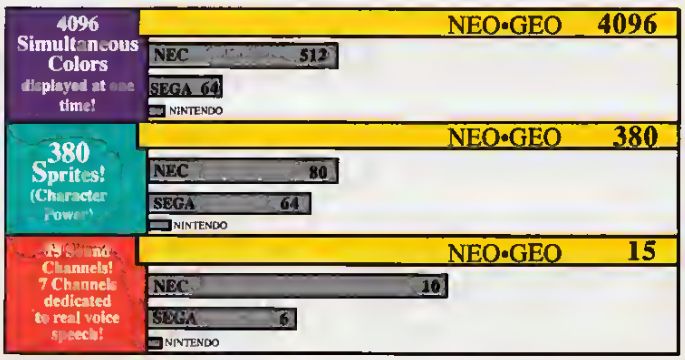
Does NEO•GEO cost more than other video game systems? You bet. Does a Ferrari cost more than a Yugo? Does Prime Rib cost more than squirrel burgers? With NEO•GEO you get more than you paid for.
It's simple. Would you rather be a cold weenie?
Or a real hot dog!



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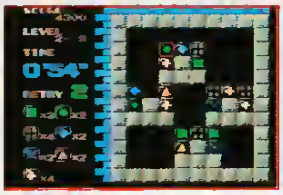
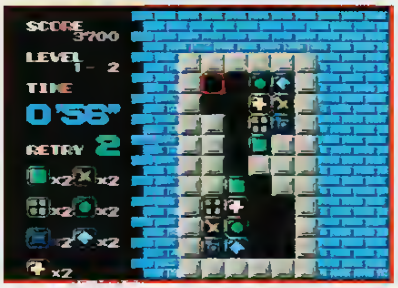
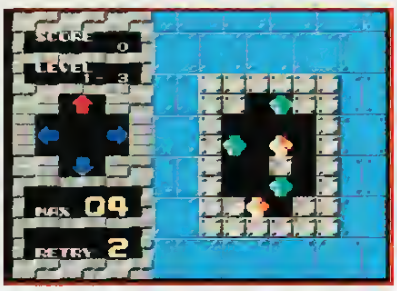
CIRCLE #114 ON READER SERVICE CARD.

PUZZNIC
Taito/Nintendo

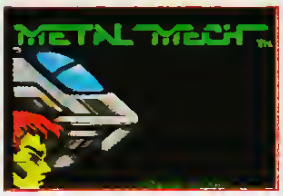


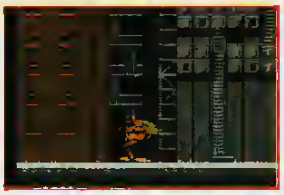
It looks so easy as all you have to do is match up the various shapes before the timer runs out! But then Tetris sounded too easy also! Besides fighting against time, the game only allows a certain number of moves. Match doubles or triples to get bonuses. Master the 160 Puzznic puzzles and move on to the 80 Gravnic puzzles. In this version you control gravity and all the pieces 'fall' in the direction selected.

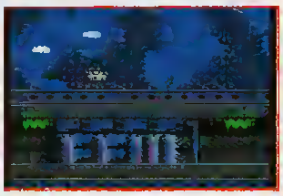


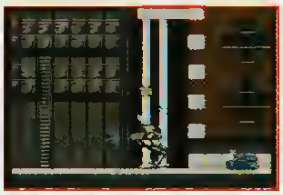


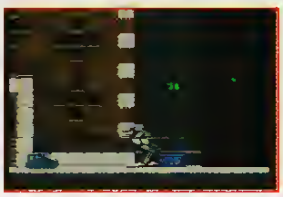
METAL MECH
Jaleco/Nintendo

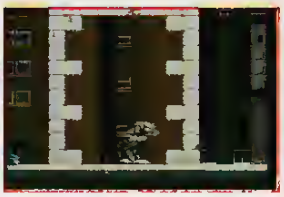


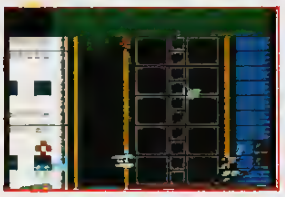


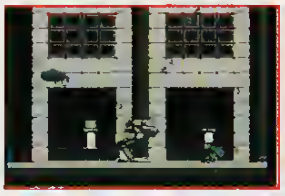


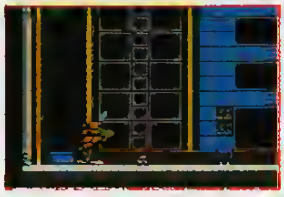












It looks like something out of Star Wars but it's just your typical all-terrain attack vehicle of the future -- a fusion- driven, three-legged beast that mangles, stomps and blasts anything that gets in its way! But there's only one problem. These Mechs are part of an alien invading force who have taken over most of the Earth! Our scientists have captured one and you're in charge of piloting the mechanical monster! Turn the Mech against the aliens and blow them back to space! Don't worry if the passages get too narrow, because you can always escape and fight on foot. Collect hidden power-ups and incentives or go after the keys that unlock the higher levels of play!

17 COMPANIES HAVE EARNED THE RIGHT TO DISPLAY THIS SEAL.

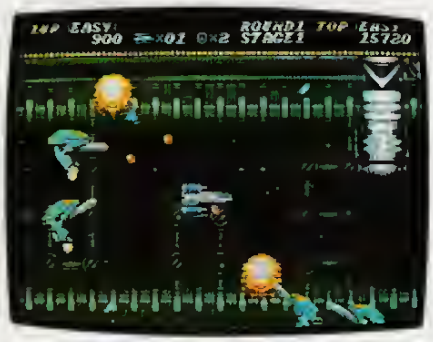
TRECO Atomic Robo-Kid™
Trash mutant life-forms and save the earth in this radical adventure!

NUVISION ENTERTAINMENT INC Bimini Run™
A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.

RENOVATION PRODUCTS Whip Rush™
A horizontal and vertical scrolling game where you operate a mighty jet fighter and challenge seven stages of shooting scenes.

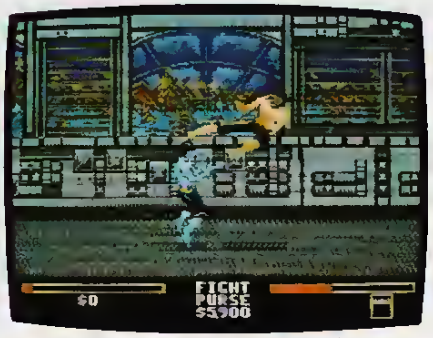
INTV CORPORATION Curse™
An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!

KANEKO DJ Boy™
Rollerskate to action and win the ultimate street fight challenge.

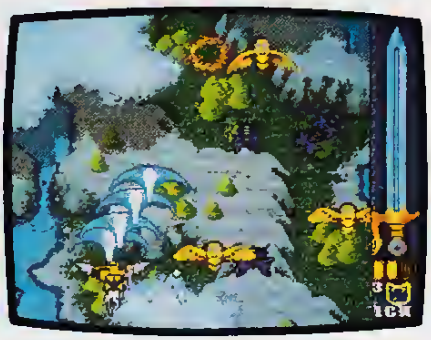


SEGA Hell Fire™
Shoot or die in this horizontal scrolling shooting game.

TENGEN Klax™
Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyer belt—this is a scream!



ACTIVISION Mondu's Fight Palace™
Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!

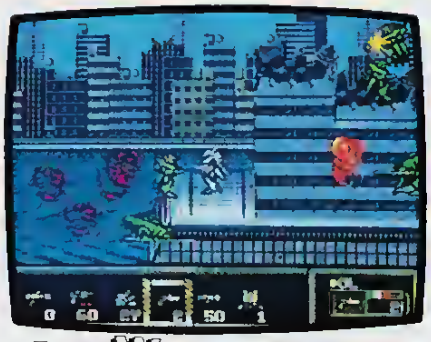


NAMCO Phelios™
Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.

The Official Sega™ Genesis™ Seal of Quality.℠ It's your assurance that the games you buy for the Sega Genesis video entertainment system are compatible with Genesis and will provide you with high standards of quality in action, graphics and gameplay as part of the "commitment to excellence" that you've come to expect from your Genesis system.

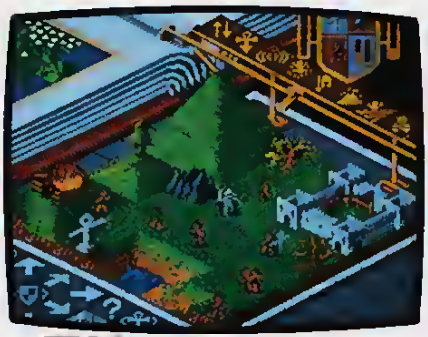
And now seventeen renowned software companies from around the world have joined Sega Genesis in our "commitment

VIDEO SYSTEM **Super Volleyball™**
Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!

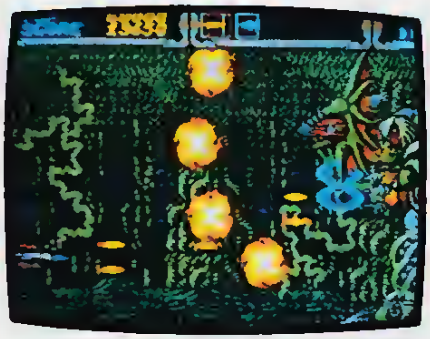


DREAMWORKS **Target Earth™**
In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!

Razor Soft **Technocop™**
You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



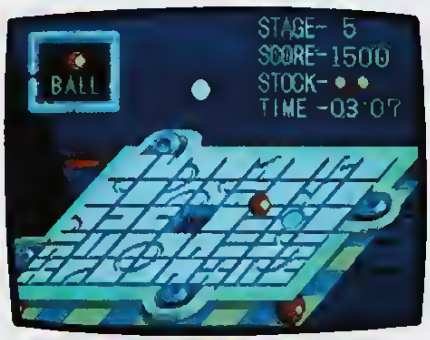
ELECTRONIC ARTS® **Populous™**
Play God! Create the world or destroy it in a heartbeat. Control awesome natural disasters. The first game of its kind.



Technosoft **Thunderforce III™**
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.

KYUGO TRADING CO., LTD. **Cross Fire™**
A shooting action game featuring helicopters in death-defying combat!

SAGES CREATION **Insector X™**
Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit.



Micronet CO., Ltd. **Junction™**
An action puzzle game. You must control blocks in order to pass designated points. But be careful to avoid deadly enemies as you proceed.

to excellence" by maintaining our high standards in game development with their own games for the Sega Genesis system.

Look for these companies who have earned the right to display the Official Sega Genesis Seal of Quality.

SEGA™ GENESIS™

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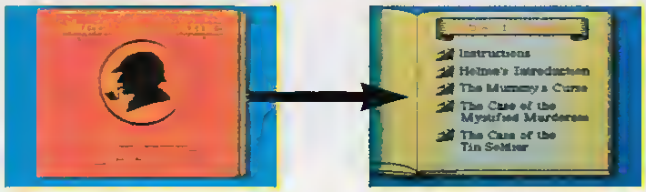
CIRCLE #107 ON READER SERVICE CARD.

SHERLOCK HOLMES - CONSULTING DETECTIVE

ICOM/TurboGrafx CD-ROM

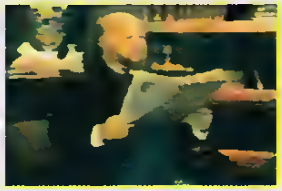


Take on one of three murder mysteries!

ICOM has taken the world's most popular detective and created 3 interactive murder mysteries around him. For the first time in video game history, thanks to the huge memory in a CD, we will be able to play a game that will contain real video footage! Throw in perfect speech with synchronized lip movement and it will be difficult to believe that this is a video game!

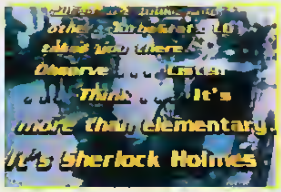
THE DETECTIVES

Sherlock Holmes

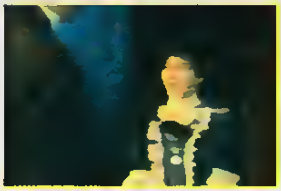


Dr. Watson

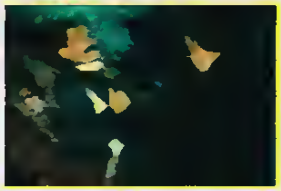
Inspector Lestrade



THE SUSPECTS



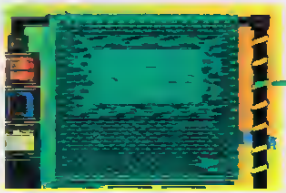
Ms. Clarrissa



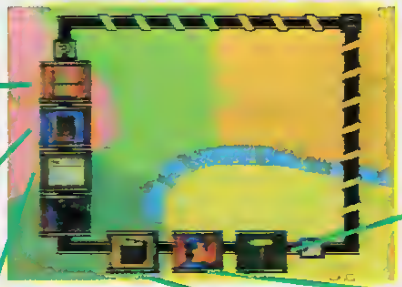
Mr. Uruburu

The Mummyologist

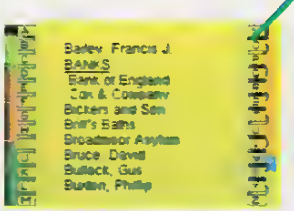
Three cases using pseudo video footage of real actors!



Holmes' Notebook to record clues.

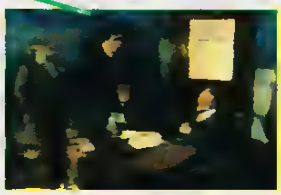


The Baker Street Irregulars - your spies!



London Directory of people and places.

The London Daily Times newspaper.



Travel - To get you around the city!

Holmes' files of information .

SILVER SURFER™
From the farthest reaches of space comes the most awesome superhero of all ... The Silver Surfer™.
The non-stop action of this 3 MEGA firepower, intergalactic shoot 'em up game will challenge all of your battle skills, as you fearlessly fight the evil minds of the cosmos. Only you, as The Silver Surfer™, can keep the Universe from entering an age of darkness and distress by preventing the Magik Warriors™ from swarming into our dimension.
Superior graphics, music and sound effects, make Silver Surfer™ the hottest game in the galaxy!
2 Much Action!
SILVER SURFER
2Much!
SPOT™ THE VIDEO GAME
Sharpen your strategy skills as you test your wit in this cool new game!
Select a playfield from one of the 512 pre-programmed options, or customize your own game for an endless amount of play possibilities. In either case, you'll enjoy a brand new challenge each time you play!
Available for NES and Game Boy, both feature 5 levels of complexity for a mind-bending mental workout!
2 Much Intensity!
GAME BOY
LICENSED BY NINTENDO FOR PLAY ON THE
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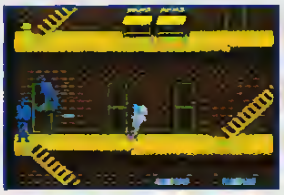
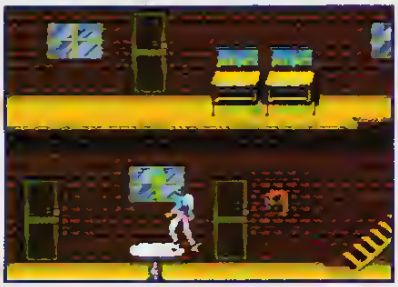
CIRCLE #115 ON READER SERVICE CARD.

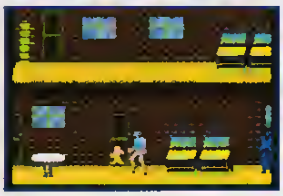
MICHAEL JACKSON'S MOONWALKER
Sega/Master System



Michael Jackson is stepping down from his 16 bit world into the SMS realm. Surprisingly, it is a very small step as most of the detail and game play has been preserved in this new 2 meg cart. Michael still must save the kidnapped children, and his weapons - his hat, fists and magic dance are there also. Like Ghouls and Ghosts reviewed last month, Moonwalker is a 'step' in the right direction for reviving the tried and true Master System!

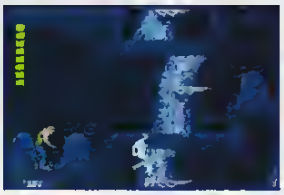


Michael can still use his magic dance to eliminate the enemy!



Rescue the children.

Wipe out the thugs!

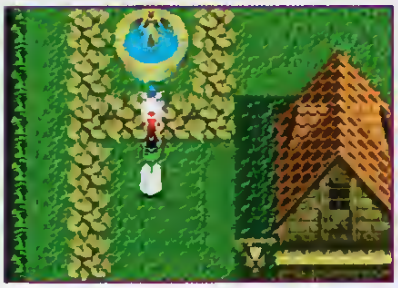


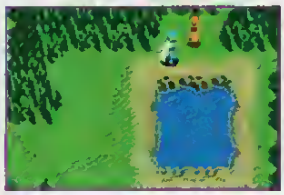
Zombies in graveyard!

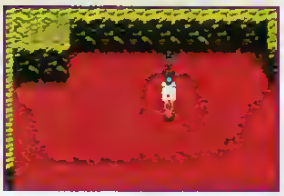
Similar to Genesis!

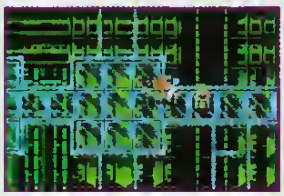
PHANTASY STAR 3
Sega/Genesis

The third in the Phantasy Star series is in process of being converted for the Genesis. Text translation (the hardest part) is under way and this version promises to be the best one yet! Special features include 7 different worlds to explore and characters which will age, marry, grow old and die! The children are the ones which will survive in the end. Another much welcomed feature is that the game isn't 'linear' - that is only one way to get to the end. For instance, should you decide not to marry, you will take a different path to one of the four endings. With improved graphics and better battle scenes, PS3 will be a game worth waiting for.







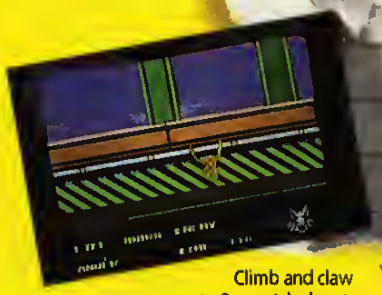


The battle scenes now have varying background graphics and a much larger quest which spans seven different worlds!

WEREWOLF
THE LAST WARRIOR™

Six levels of mazes and booby traps protect Faryan

Faryan's mutated death slaves are there at every turn.



Climb and claw your way to Faryan's hideout.

FREE COMIC BOOK!

Live this chilling story – from the source of *Werewolf's* mighty powers to the history of Faryan's evil – in the first-edition Werewolf comic book. It's a hot collector's item – and it's yours **FREE** inside *Werewolf, The Last Warrior* from Data East.

MORE ACTION THAN A CARTRIDGE CAN HOLD!

The world's been destroyed by Dr. Faryan, a possessed and twisted madman.
But one buff warrior's been granted magical powers of the wolf.
And when he finds Faryan, the fur and fangs will fly.
Werewolf, The Last Warrior.
Slammin' action for your Nintendo Entertainment System.

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

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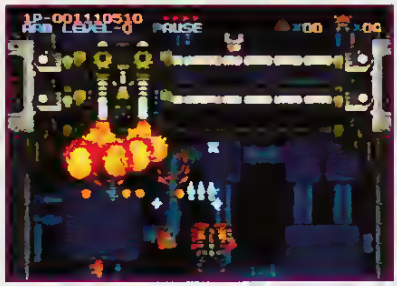
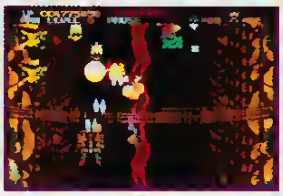
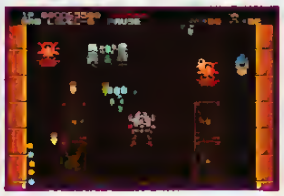
CIRCLE #116 ON READER SERVICE CARD.

M.U.S.H.A.
Seismic/Genesis

It stands for Metalic Uniframe Super Hybrid Armor and it's hot! Easily one of the best overhead view, vertical scrolling shooters, M.U.S.H.A. offers great multi-dimensional parallax scrolling backgrounds, weapons which can be powered up to awesome proportions and some of the most intense and challenging game play to come out for Genesis in a long time. The eight level game also breaks new ground in areas of scaling where, for instance, defeated enemy fall down into a bottomless pit and slowly decrease in size in the process. It's a great follow-up to Hellfire and another exciting game from Seismic.

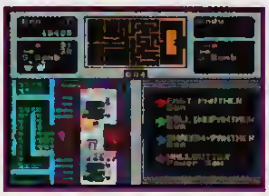


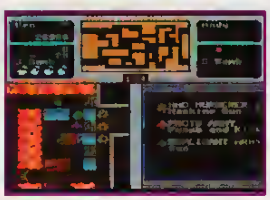




CRACKDOWN
Sage's Creation/Genesis

It's the early 21st century and science has progressed to the point of creating an artificial life form. An evil scientist has found a way to control these androids and wants to use them to take over the world. You're a member of the Secret Service and, along with a friend, must use the special time bombs to destroy their facility before they can launch their invasion. Not only is it a race against time but you must also eliminate the androids who have already started out on their world take-over. It's an overhead view of the fortress and the screen is split so each of you can progress independently.



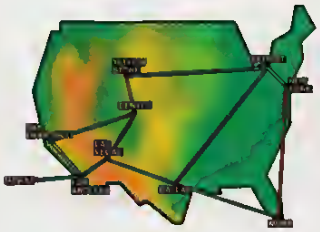


Patrol the streets watching out for the enemy lurking around the corners as you try to destroy their fortress.

S'more HOT HINTS

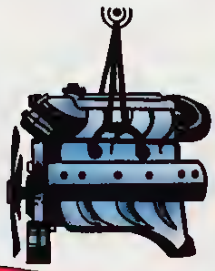
"FROM THE GUY IN THE BACK".

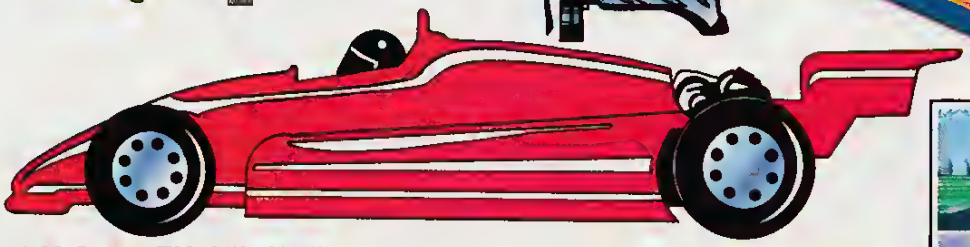
SETA
SETA U.S.A., INC.



• The map shows the ten cities in the U.S. that you must win races in before moving on to the international circuit.

• In order to get a higher classed license you must win a certain race.



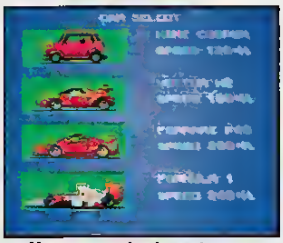


RACE 30 DOMESTIC AND 16 INTERNATIONAL COURSES. THAT'S 46 COURSES!

BUILD UP YOUR OWN CAR AND SKILLS TO COMPETE AGAINST 32 OF THE WORLD'S TOP DRIVERS!

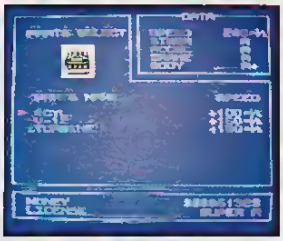
• Tires receive wear in each race, so you'd better have spares.

• Be careful! Nitro will be more expensive when you attain a higher license rating.



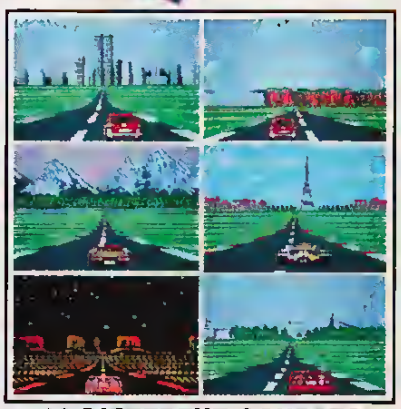
• Use your winnings to improve your car...or purchase one of four higher performance race cars.

• When you purchase a faster car, you will compete against a higher class of opponents.



• Be aware that some chassis may reduce maximum speed although they are stronger.

• With a strong chassis you can survive most collisions, but your speed drops with even the slightest contact.



46 DIFFERENT COURSES WITH ULTRA SHARP AND CRISP GRAPHICS

• Your rivals are the blue cars. Overtake them to improve your position.

Nintendo ENTERTAINMENT SYSTEM™

Official Nintendo Seal of Quality

• Watch your point standings in the International F-1 competition. Don't "Save Game" after a race unless you're satisfied with your performance. You can reset and try that race again.

• If you have trouble winning a First Place on a course, restart and enter the free mode to practice on it.

• Winning certain races will upgrade your class of racing license.

• In the Seta Casino, Las Vegas you can play a 3-line slot machine.

• Don't leave the casino with coins in the machine, as they will be lost. Go ahead and pull the handle!

A NEW LEVEL OF HIGH SPEED EXCITEMENT

Dear Nintendo players,

This game has a memory backup battery and a highly sophisticated memory configuration, which will take you to a new level of excitement in the racing game.

Dude, this game is for serious racers — only the best can qualify.

Sincerely,

Seta Game Counselors

FREE MEMBERSHIP
QBILLION CLUB

Name _____

Address _____

City _____ State _____ Zip _____

How Many Games
Do You Own? GAMEBOY _____ NES _____

Mail to: SETA U.S.A., 105 E. RENO AVE., Suite 22 Las Vegas, NV 89119

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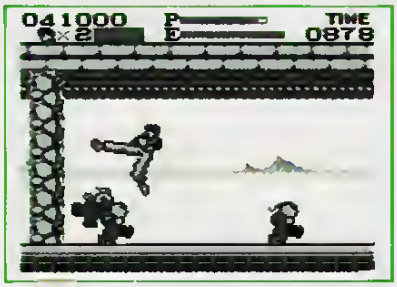
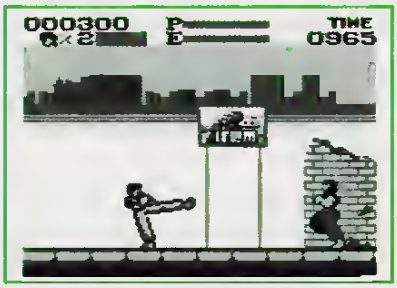
CIRCLE #117 ON READER SERVICE CARD.

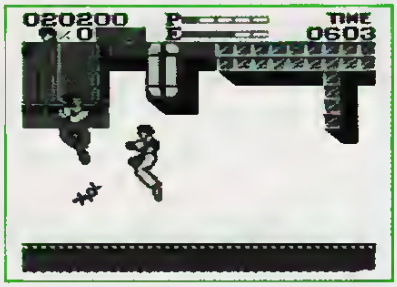
KUNG FU MASTER

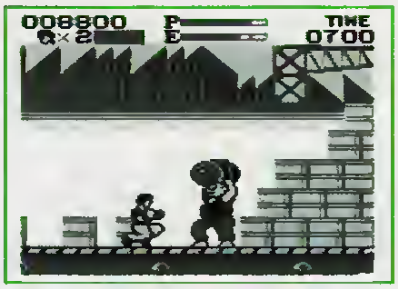
Irem/GameBoy

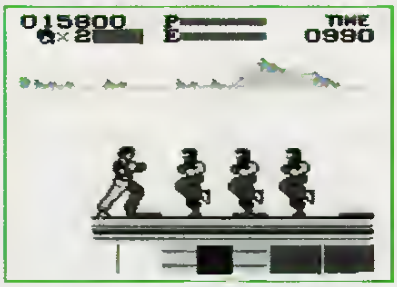
Talk about mideast crisises! In Kung Fu Master it's you against a whole army of ninja mer-cenaries. Set in the deserts of the middle east with pyramids as backdrops, your orders from the commander of Control Center direct you to pen-etrate the main factory of a ruler known only as 'Daddy Long Legs'. Spy reports have indicated that he is injecting a concoction of Scorpion juice into the petroleum he is selling to other countries. You must travel across the sands without any weap-ons other than your kung fu skills and put an end to this evil scheme. Punch, kick and flip your way through 6 grueling levels loaded with some of the most fearsome enemies to hit the GameBoy screen!

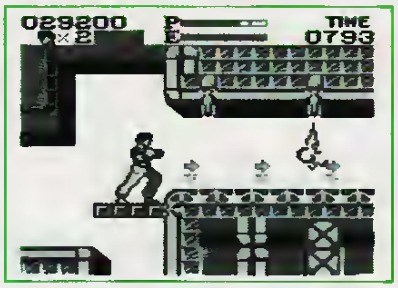






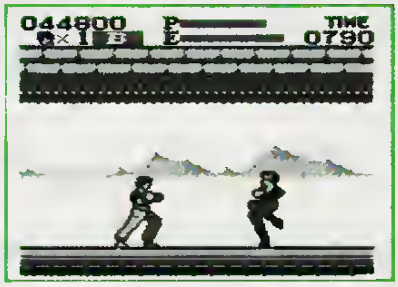


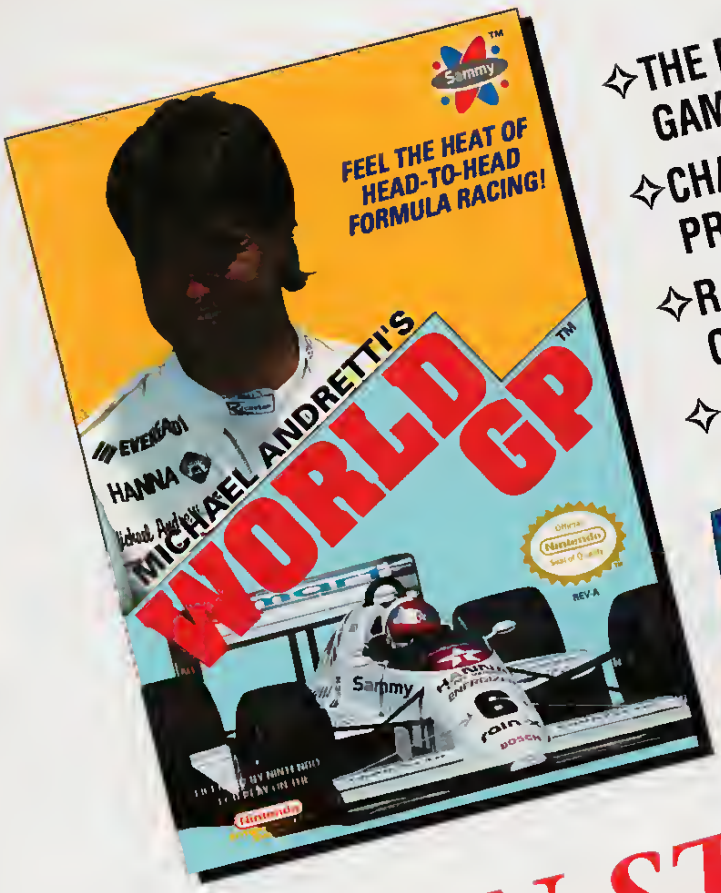




Try to destroy all of the enemies you encounter as many will be carrying hidden potions, health restorers, extra lives and much needed bombs.

Your main weapons are your kung fu skills. Master the combinations of the punch and kick attack moves with the defensive flip, squat and jump moves.



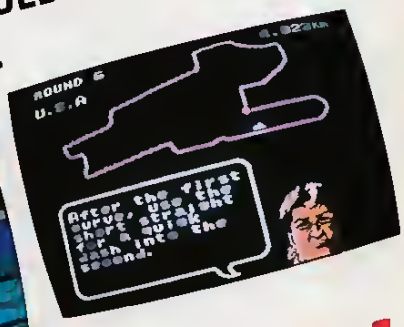


✧THE MOST ADVANCED DRIVING GAME EVER DEVELOPED FOR THE NES!

✧CHALLENGE 16 RADICAL WORLD GRAND PRIX COURSES!

✧RACE AGAINST TIME, ANOTHER PLAYER, OR A PRO RACER!

✧BE PERSONALLY GUIDED BY MICHAEL ANDRETTI!



THE FUN STARTS NOW!

✧125 LEVELS TO EXPLORE AND MASTER

✧EPIC ADVENTURE FOR THE ENTIRE FAMILY

✧DISCOVER THE POWERS OF THE ELVEN TREASURES

Sammy™
American Sammy Corporation
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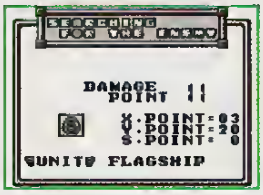
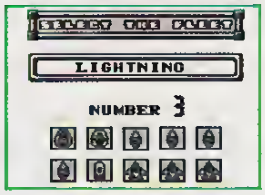
CIRCLE #118 ON READER SERVICE CARD.

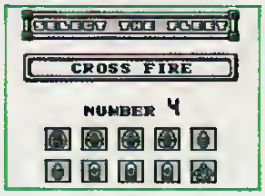
POWER MISSION
NTV International Corp./GameBoy

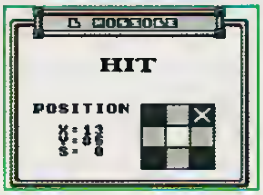
It's a naval battle like we've never seen before on the GameBoy. Unlike other 'battleship' type games, Power Mission introduces sophisticated search, move and tracking maneuvers. Based on a 27 by 27 square grid there are 11 different maps to choose from. Islands, shallow seas, and deep water all enter into how you can move your fleet of 6 different vessels. You have a choice of 8 weapons and you can also program in variables such as weather conditions which will affect travel and weapon performance! Build in a magnetic field and your opponent's radar will be affected! Link two GameBoys together for head-to-head competition!

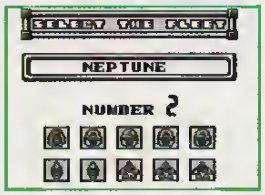
11 scenarios!

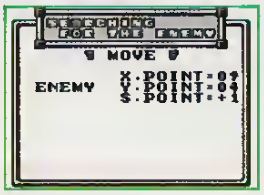


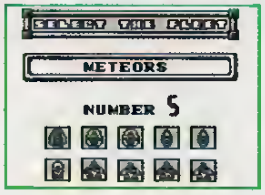












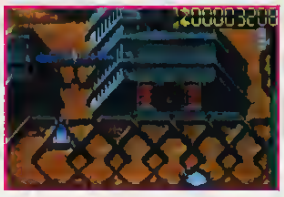
MS. PAC MAN
Atari/Lynx

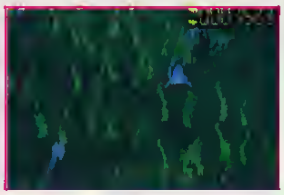
The princess of dot-gobblers is coming to the Lynx with a near perfect duplication of the old time arcade game. Try to eat all the dots on the screen and when you get in trouble grab one of the power pills to change the pursuing ghosts from hunters to the hunted. Grab one of the fruits which pop up occasionally for bonus points!

The troublesome ghosts are on the loose again, this time chasing Pac-Man's girlfriend!

ZARLOR MERCENARY
Atari/Lynx

It's an intergalactic shoot-out between you and the aliens. Atari's new 4 player vertical scrolling overhead view shooter promises to add new action to the system!





BANDAI

Frankenstein

The Monster Returns

We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulish army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested village, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!

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CIRCLE #119 ON READER SERVICE CARD.

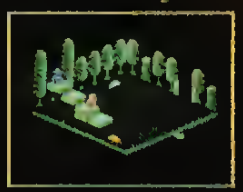
IMAGESOFT

The final test of the

You've conquered Super Mario Brothers 3™, beaten Ninja Gaiden II™, trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.™

Are you equal to the task of rescuing the princess from the evil wizard Morbius? In the brilliant 3-D fantasy Solstice, Shadax the sorcerer must find the six pieces of the Staff of Demnos in order to gain the power he needs to save his beloved. And you must guide him in his quest through the ancient fortress of Kastlerock. But be forewarned, do not underestimate the difficulty of the journey at hand. Listen to the words of those that have gone before you.

"Only by using your years of spell-casting wisely will you survive the more than Two Hundred Fifty rooms in Solstice. Nearly every room presents a unique challenge to your intelligence, resourcefulness, and timing." Gary Meredith, GAME PLAYERS. "Solstice, a new action/puzzle game . . . a challenging task indeed . . . three dimensional view." NINTENDO POWER™ March/April, 1990. "A challenging, spellbinding cartridge—completely original in concept!" - GAMEPRO MAGAZINE.



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Nintendo ENTERTAINMENT SYSTEM

Game masters—Should you search for Solstice in vain, send us the names of three stores you have visited. And we will assist you in beginning your quest. Masters of Solstice—please send us your tips, maps, ideas for Solstice 2.

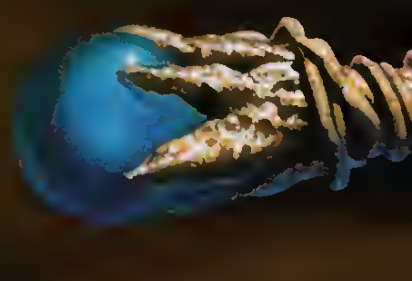
Name_____ Age_____

Address_____

City_____ State_____ Zip_____

Store 1_____ 2_____ 3_____

Mail to: CSG Imagesoft Inc. 9200 Sunset Blvd., Suite 820, LA, CA 90069 (213) 858-3777. Look for your next issue of Players Newsletter.



CIRCLE #120 ON READER SERVICE CARD.

TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

SUPER MONACO GP

(Sega/Genesis)

Lose your Head! - Sega has built a very unusual trick in their excellent racing game. To get it to work you must play the game in the GP mode. Play for a few rounds until the 'Wet Condition" track comes up. During this race you must finish in the top 3 drivers. As you cross the finish line hold down the A, B, and C buttons. Watch for the trophy screen and you'll lift up your head instead of the trophy!

??????????!

Play the game in the GP mode.

The trick only works in Wet Conditions.

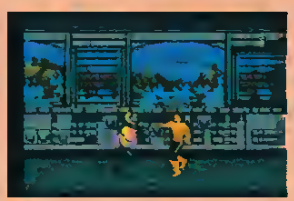
You must finish as one of the top 3 racers.

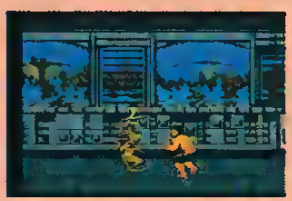
Normally the driver holdis up the trophy!

MONDU'S FIGHT PALACE

(Mediagenic/Genesis)

Play as one of the Opponents - Normally you are Rex, the hero, and you take on the 16 different opponents. Try something different, and play as any of the 16 characters and wrestle with Rex. To do this, at the title screen enter one of the controller and button configurations as shown in the table at the right. When it shows 2 codes combined, press them at the same time.





CHARACTER	CONTROLLER CODES
BONAPART	A, UP, C.
EDWINA	LEFT, B&C, C.
ROBOCHIC	RIGHT, UP, DOWN.
STUMP	A&C, RIGHT, C.
RAMSES	RIGHT, LEFT, A.
WEBRA	A&C, UP, RIGHT.
GUANO	UP, RIGHT, A&B.
MC FIRE	DOWN, C, RIGHT.
SKINNY	RIGHT, DOWN, RIGHT.
SHEBA	B&C, B, B.
BRANIAC	RIGHT, RIGHT, C.
BUFF	LEFT, C, B.
EL TORO	B&C, A, UP.
SPIDRA	A, DOWN, B.
WEEZIL	DOWN, RIGHT, UP.
MONDU	A&B, DOWN, LEFT.

OFFICIAL
Advanced Dungeons & Dragons
VIDEO GAME

HEROES OF THE LANCE

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

The Biggest News in the History of Krynn!

Heroes of the Lance Is Here! The first official ADVANCED DUNGEONS AND DRAGONS® game for Nintendo!

Big news for AD&D® gamers! Now you can play the first Official ADVANCED DUNGEONS & DRAGONS® action game made for the Nintendo Entertainment System!® *Heroes of the Lance* is a challenging action-adventure game based on the popular *Dragons of Despair* DRAGONLANCE® module. The player takes control of eight fighting fantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters, in their quest for the precious Disks of Mishakal. Decide the fate of the world of Krynn. Vanquish the ancient black dragon Khisanth or be doomed to failure! Look for the *Official* ADVANCED DUNGEONS & DRAGONS® trademark to be sure you're getting the only authorized AD&D® Nintendo products. Get *Heroes of the Lance*, the newest fast-action game from FCI.

- Action-packed animation graphics
- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

TSR Inc™ SSI STRATEGIC SIMULATIONS, INC ®

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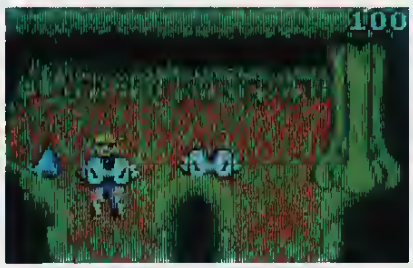
FCI
Not Just Kid Stuff

CIRCLE #121 ON READER SERVICE CARD.

The Following Be Too Graph

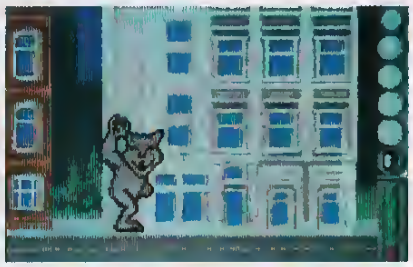
Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING.**



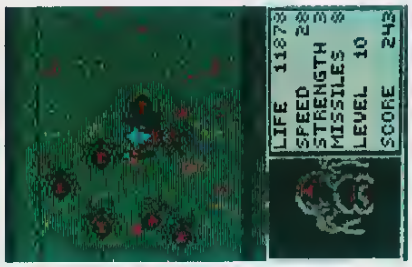
After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game – **SLIME WORLD.**

RYGAR, *the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend*

PAPERBOY. *Fling papers at non-subscribers, race your bicycle on people's lawns — in other words, the ultimate afterschool job.*



RAMPAGE. *Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.*



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET.**

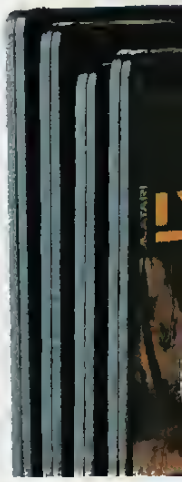
Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

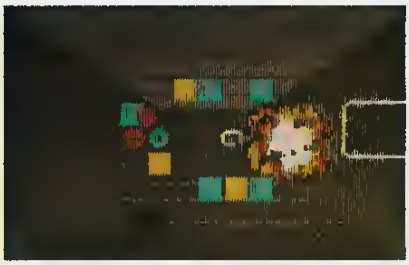
And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,



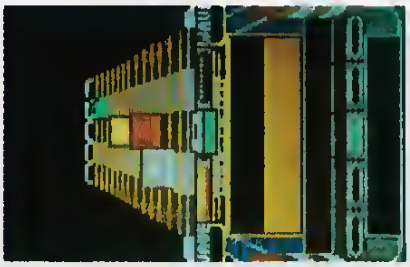
Blue Lightning, Slime World, Zarlor Mercenary™ Epyx, Inc. Xenophobe, Rampage™ Bally Manufacturing Co. Klax, Paperboy, Gauntlet, Road Blaster™

g Scenes May ic For Adults.



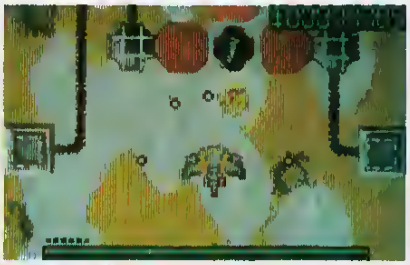
ROBO SQUASH. *The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out*

XENOPHOBE. *Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players*



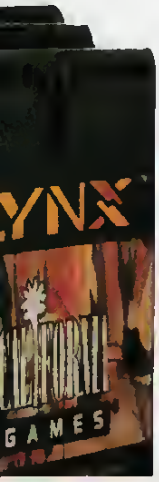
KLAX. *Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.*

ROAD BLASTER. *Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.*



It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** *Your only hope is to kill them all or break for lunch.*

Help **MS. PACMAN** *escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels*



the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx, you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.

A.ATARI LYNX™

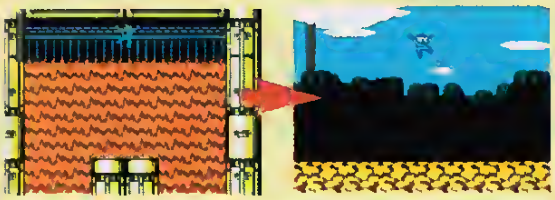
Atari Games Corporation. Ms. Pac Man™ Namco, Ltd. Rygar™ Tecmo, Ltd. Atari, the Atari logo, Robo Squash, Lynx™ or ®™ Atari Corporation, Copyright 1990

CIRCLE #122 ON READER SERVICE CARD.

MEGAMAN 3

(Capcom/Nintendo)

Super Jump - If you ever get into a position where you need to jump very high, like to the top of the screen and you don't want to use Rush , try this trick! Hold down Right on controller 2 and push button A on controller 1.



INSECTOR X

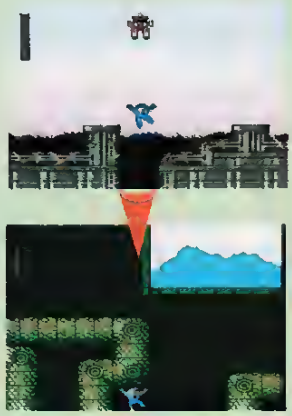
(Sage's Creation/Genesis)

Unlimited Continues - Insector X can be a tough game to beat for the average player. There is a way to reset the number of continues any time, and as often as you wish, to the maximum of eight! After you see Game Over on the screen, at the continue mode, push and hold diagonally left and up. Then press the C button. Each time you press the C button increases the number of continues by one!

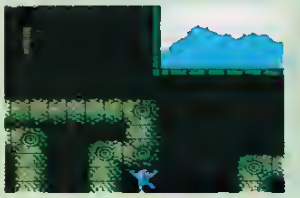
MEGAMAN 3

(Capcom/Nintendo)

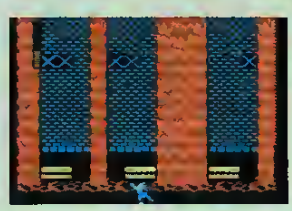
Partial Invincibility - There is a strange trick built into this version of Megaman. To get temporary invincibility you must do the 'super jump' trick as detailed above. You can only do it in certain places, and it must be done at just the right time. Note the pictures below and jump into the specific holes. After you enter the hole your energy meter at the upper left of the screen will rapidly decrease. Just as it reaches zero do the 'super jump' out of the hole. Your energy will always stay at zero but it will never get any lower either!



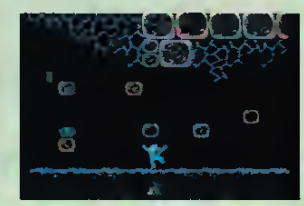
GET INVINCIBILITY AT THESE SPOTS!



Snake Man



Shadow Man



Gemini Man

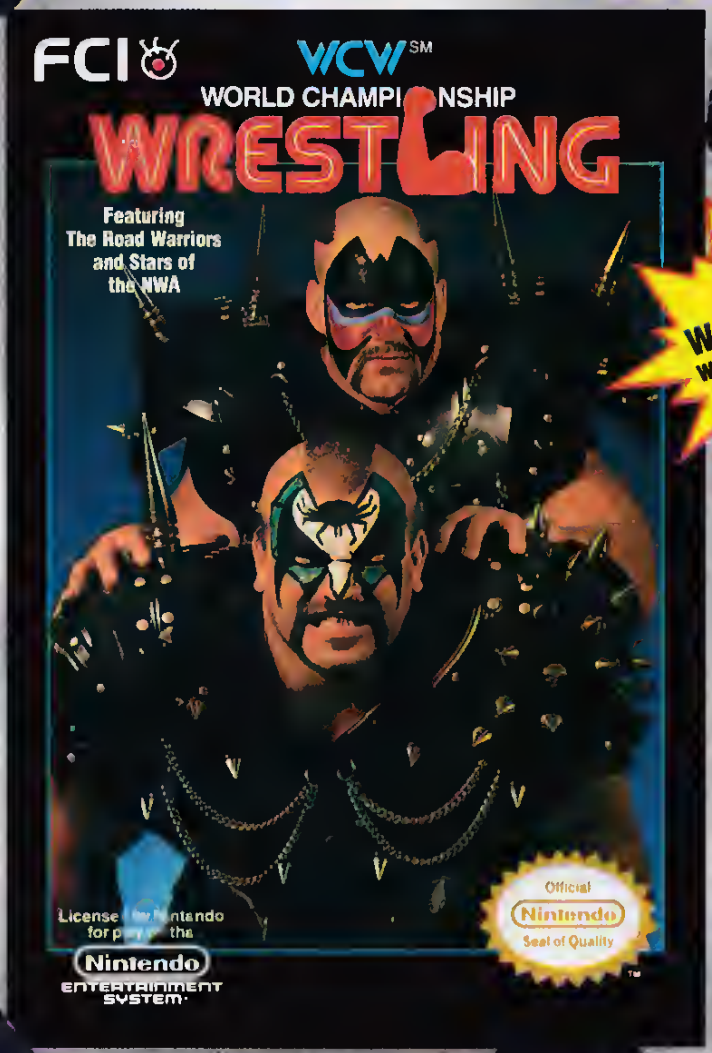
MEGAMAN 3

(Capcom/Nintendo)

Boss Hit Points - As in previous Megaman games, some weapons are more effective against certain enemy. The table on the right shows which weapons will work the best against the newest crop of bosses. For instance, the weapon from Shadow man is the best one to use against Spark man as it will only take 7 hits to eliminate him. If an 'X' is shown in the column, the weapon is ineffective against that boss.

WEAPON: \ ENEMY:	Spark man	Snake man	Needle man	Hard man	Top man	Magnet man	Gemini man	Shadow man
Spark man		28	X	X	28	4	28	28
Snake man	X		28	X	28	28	6	28
Needle man	14	7		X	14	28	28	28
Hard man	14	14	X		4	14	14	14
Tap man	28	14	28	X		28	14	4
Magnet man	X	X	28	7	28		14	28
Gemini man	28	28	4	28	X	14		28
Shadow man	7	14	14	X	28	4	14	

A BREAKTHROUGH IN REAL WRESTLING ACTION!



FREE WCW T-SHIRT WITH THE PURCHASE OF 2 FCI GAMES!*

Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own speciality move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger. Stun your opponent with Sting's *Scorpion Death Lock*. Master Road Warrior "Animal's" *Power Slam*. The action keeps going even outside the ring! Two players or solo against the computer! World Championship Wrestling—It's so real, it's unreal!

*Send the UPC Bar Codes from any two FCI games with your size, name, address, zip code and $2 postage and handling in an envelope to this address: FCI T-Shirt Offer, P.O. Box 669508, Charlotte, NC 28266. Adult Sizes Only: S, M, L, XL. Allow 4-6 wks for delivery. Offer good through Dec. 31, 1990, or while supplies last.

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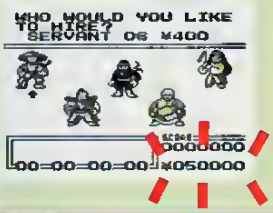
MERCENARY FORCE

(Meldac/GameBoy)

Level Select and Extra Starting Money - To increase your starting money from 5,000 to 50,000 yen, at the opening title screen press the control pad Up, the A button, the B button and the Select button all at the same time. To preview each of the levels in the game press start after the above trick and then press the control pad to the Right.



CASTLEVANIA 3

(Konami/Nintendo)

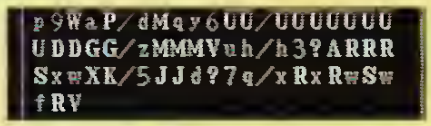
10 Extra Lives- To help you along in this great game, when it asks for your name, enter HELP_ME. And help you shall receive... you will start off with 10 lives.

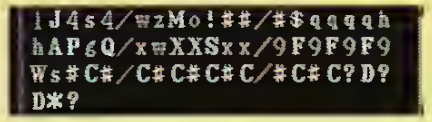
Shawn McConagny
Goodman, MO

CAPTAIN SKYHAWK

(Milton Bradleyi/Nintendo)

9 Men and All Weapons - After you press Start, wait until the words Captain Skyhawk come up again. At this time press Down on the controller and button A. You will start with 9 men and all of the weapons you can get!





Y's

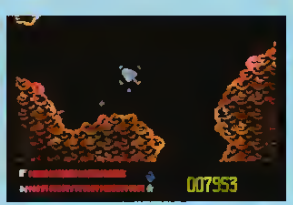
(NEC/TurboGrafx)

Special Passwords - In this long game there are two separate quests. If you want to get to the Darm Tower enter the password: 1J4s4/wzMo!##/#$qqqqh hAPgQ/xwXXSxx/9F9F9F9 Ws#C#/C#C#C#C/#C#C?D?D*? If you want to get to the core of Y's and fight with Darm enter the code: p9WaP/dMqy6UU/UUUUUUU UDDGG/zMMMVuh/h3?ARRR SxwXK/5JJd?7q/xRxRwSwfRV.

SOLAR JETMAN

(Tradewest/Nintendo)

Level Passwords - To get to some of the higer levels in this game enter: DKDQBHBBZPNB FOR LEVEL 8; DHGMQQGBHGNB for level 9; DGGWBPBBNBNB for level 10 and DHGDQLNBTLNB for level 11.



STRIDER

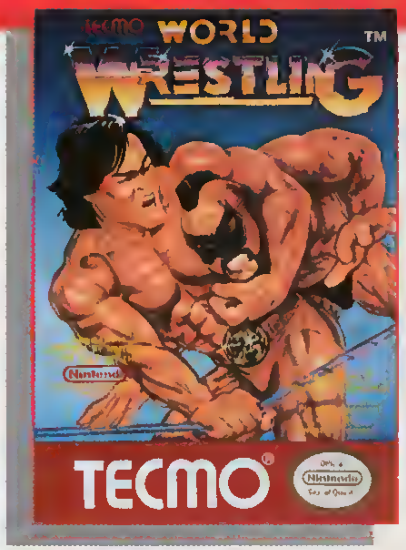
(Sega/Genesis)

3 times continue - At the special title screen(see below) press A,C,B,C,A then Start. You will then be able to continue the game three times!

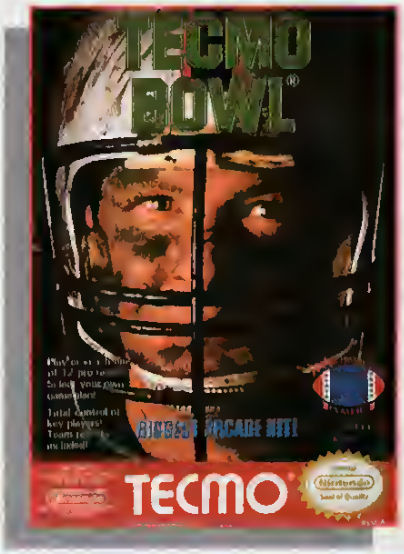
YOU'VE TRIED THE REST
NOW PLAY THE BEST!

- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option

- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens

- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches

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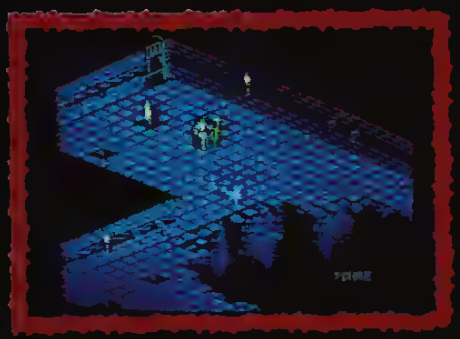
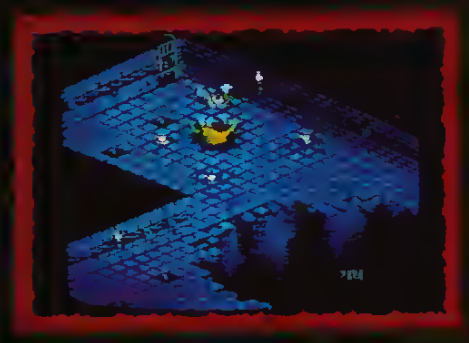
THE QUICK.





THE DEAD.

THE IMMORTAL.™

Sorcerer's recipe for excitement: Under a full moon, take a game with intense action and killer animation. Forget the eye of newt stuff. Just add full-screen combat that lets you dodge, jab, and slash enemies. Drop in a lot of nasty ways to go. Like getting skewered on a spike, roasted in flames, crushed by jaws, devoured by slime. Cast spells that let you shrink, fly, and change shape. Finally, set it in a plot as twisted and deep as your worst nightmare.

Now get ready for an action adventure as real as your heartbeat.

Wits and speed required. Squeamish types and people with heart conditions should proceed with caution.

THE IMMORTAL. DEAD SERIOUS ABOUT LIVING ACTION.

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CIRCLE #124 ON READER SERVICE CARD.

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

The First Batch of New Third-Party Super Famicom Softs Hit the Street!

Capcom/Super Famicom FINAL FIGHT

Each round in Final Fight is filled with great graphics!

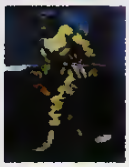
Look at the detail in the actions!

Use the map to plot your progress!

16-Bit Punch and Kick Arcade Action!

A wide cast of karate-kicking character populate Final Fight, dishing up more than enough challenge for any martial arts experts! Collect power-up weapons and items for the fight!

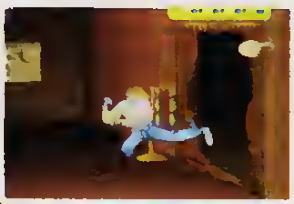
Use the knife when fighting the punks!



Enemies appear from all directions!

Take On the Bosses in the Street!

The Super Famicom version of Final Fight also has the fantastic Boss confrontations of the coin-op, complete with multiple enemies and lots of activity and interaction!

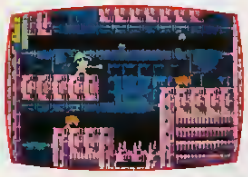


Things look rough here!

DON'T TURN THAT PAGE EARTHMAN!
WE KRIONS HAVE YOUR PUNY PLANET NOW!

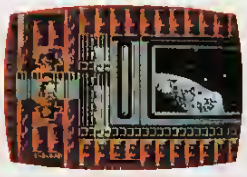
Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!

- The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



- "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!

- Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and *deadly* spikes!



- Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

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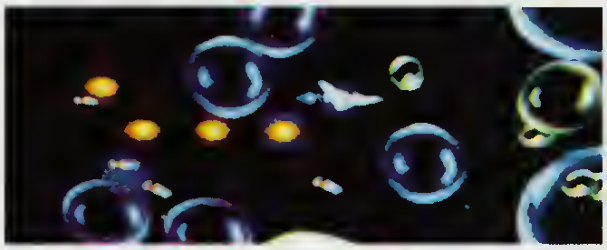
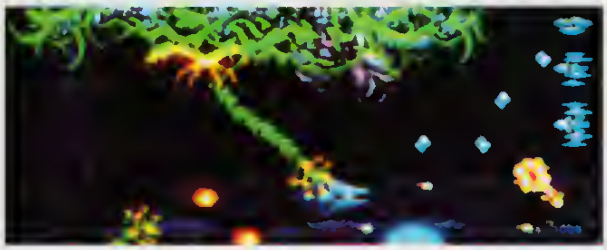
CIRCLE #125 ON READER SERVICE CARD.

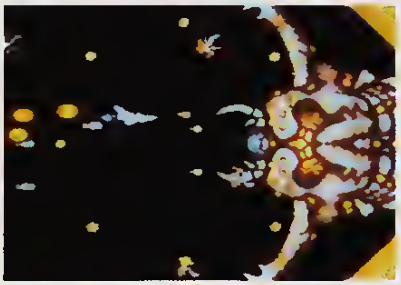
Konami/Super Famicom
GRADIUS 3

We all know how great the Super Famicom is supposed to be but not until now can we actually see how spectacular it really is! Konami has just make a near perfect translation of the most recent version in the Gradius arcade series - Gradius 3! And got it to fit in just a 4 meg cart! Many of the features are similar to the previous games. You can select the types of options you'll use from a list in the beginning of the game; the ground based enemy are virtually identical and the procedure for upgrading your weapons remains the same, but there it ends. Everything else, from the finely detailed graphics, the perfect game play to the spectacular stereo soundtrack put this version of the game in a class by itself!

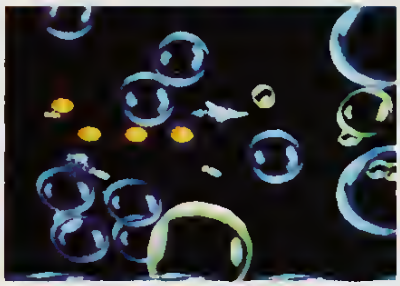




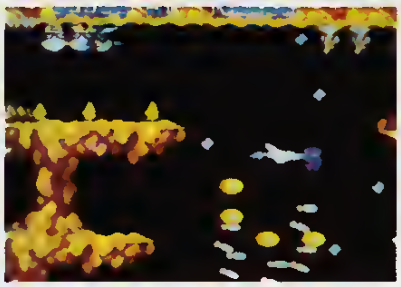
The Desert level with dragons and sand lions comes first!



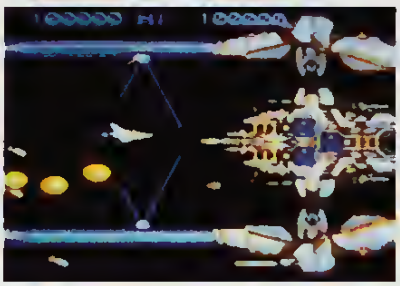
The huge first level boss waits for you in it's sand lair.



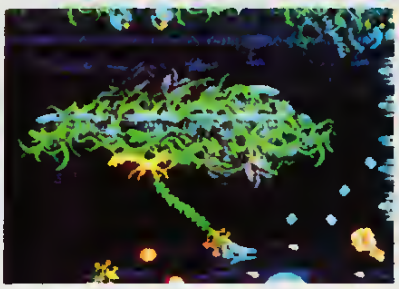
Blow away the huge but deadly water droplets in level 2!



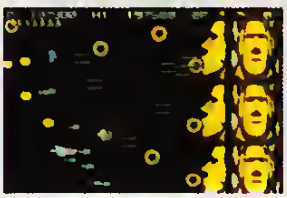
Fly around the rock formations taking out the ground bases!

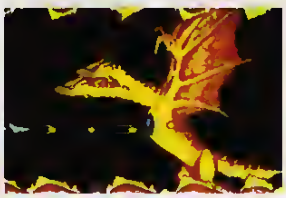


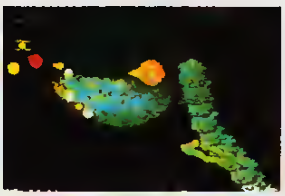
Blow a path through the rocks to uncover the level 3 boss!

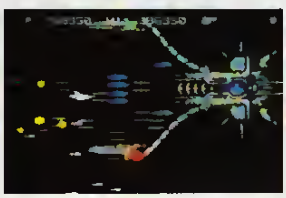


As you get farther into the game even the plants come after you!









Each level of Gradius 3 is divided by cataclysmic conflicts with huge Boss opponents!

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ARCADE ALLEY

1990 AMOA

THE SIMPSONS PINBALL!

By Perry Rogers

THE ULTIMATE ARCADE!!

Let's see... the latest video games and pinballs, all set on free play, of course... rows upon rows of electronic dart boards... and throw in a video juke box pounding out the latest tunes at 110 decibels, and... hmmm... why not invite a celeb..., not just anyone but how about Bart Simpson? A Hollywood party? No. A presidential fund raiser? No. Just the setting for the annual AMOA show! This year it was held from October 25-27 at the Convention Center in New Orleans.

The AMOA (Amusement Manufacturers and Music Operators Association) show is "the" show at which the world's leading coin-operated machine manufacturers display their latest equipment to potential buyers (i.e. the distributors and operators who will put the machines in the arcades and other locations). Video games,

MAGIC SWORD (Capcom)

Terrific follow-up to Golden Axe. Features hi-resolution graphics, vibrant colors and realsitic characters. With 50 levels of battle and two different endings. A rewarding experience!

HIT THE ICE (Williams)

Arch Rivals meets Blades of Steel! A graphically appealing hockey game with plenty of fast 'slap stick' action. Huge player characters and a comical theme add to the excitement in this game. Body slams, hacking and other good moves for 1 to 4 players!

AMAZING PENGUIN
THE ATTACK IS ON!

FREE T-SHIRT OFFER! See details below

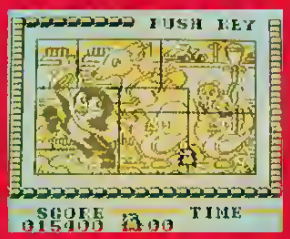
Join Pendrich, the Prince of Penguins as he battles the enchanted armies of the wizard Borbon the Great. The evil magician has sent scores of animated erasers, metal clips, crayons and pencils to block the passageways of the Penguin Realm.

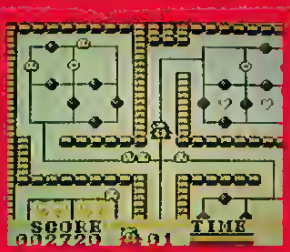
Attack with mighty kicks that blast the enemies across the screen. Reverse their direction by bursting the power seals. Clear all the panels to progress to the higher levels.

Split-second timing combines with the challenge of multiple mazes in this action-strategy game. It takes quick reflexes and keen tactics to help Pendrich win back the Penguin Realm from Borbon's invaders!

- *40 levels of non-stop action!*
- *Password feature returns you to your last completed zone.*
- *Unlimited "continues" gives you Portable Penguin Power.*

OFFICIAL GAME BOY GAME PAK





To receive a free Natsume T shirt send 2 UPC labels from any Natsume product with $2.00 (for postage and handling) to.

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Allow 4-6 weeks for delivery. Offer good through 2-28-91 or while supplies last.

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CIRCLE #126 ON READER SERVICE CARD.

NATSUME

Natsume Inc.
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

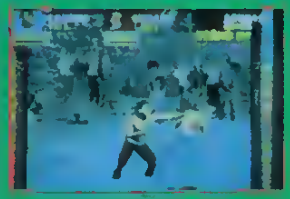
Video games, pinballs, redemption machines, electronic darts, music, and music video CD jukeboxes... they're all here. Everything is set to free play and maximum volume. Anything to get the operators attention! And if the product won't get people in to take a look then there are the unbelievably attractive super models handing out literature with a smile you just can't resist. Still not enough to get your attention? There are high score contests for T-Shirts and even a few celebrities made guest appearances. The big names this year were in the Data East Booth. Both Bart Simpson and his creator - Matt Groening were the featured guests. They were on hand to promote Data East's sensational new pinball game, appropriately named... The Simpsons (See issue 17 of EGM for an in depth review of this great pin!).

The AMOA show also had educational seminars on topics which ranged from forming pool and dart leagues to pinball machine maintenance. All valuable information for those in the business.

As for game enthusiasts and afficianados like us, this show provided a sneak preview of the arcade games we can expect to see later in 1991. After what we saw, we can't wait!

Pit Fighter (Atari Games)

Digitally processed graphics present a greater sense of realism to the action-packed street fighting type game. Up to 3 players can compete at once. Features include the Grudge Match in which the last man standing is the winner! Fight your way to the final battle with the Masked Warrior.



Dragon Saber (Namco)

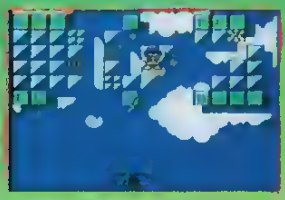
The sequel to Dragon Spirit. Another vertical scrolling shooter with smooth animation, extremely detailed graphics and really huge bosses! The fire, egg and jewel items are back as are the change options - 3 heads, fire dragon, ax dragon and spark dragon. For 1 or 2 players.

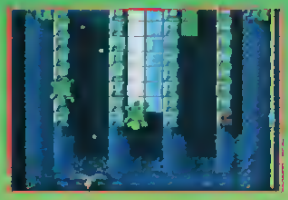
Brute Force (Leland)

Reminiscent of Bad Dudes. It's a 3 man force against crime. With 60 scenes in 4 city levels, punch & kick your way to clean up the city.

GP Rider(Sega)

Authentic motorcycle racing featuring linked play for 2 player simultaneous racing. With exceptionally high quality graphics that we have come to expect from Sega, GP Rider offers the most realistic cycle racing in a long time.





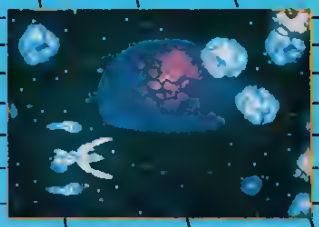
Thunder & Lightning (Romstar)

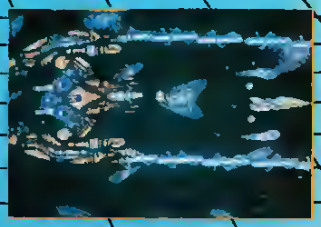
Very similar to Arkanoid. Break out of the 30 walls of Regret with the Demo Ball and the Thunder Stick (also known as the 'paddle' and 'ball'). Easy to learn, but hard to master.

Other new games coming out soon include Double Dragon 3 by American Technos; Ataxx by Leland; The Super Spy by SNK for the NEO-GEO; Escape Kids by Konami; Hammerin' Harry by Irem; Carrier Airwing by Capcom; and a whole list of new pins like Riverboat Gambler by Williams; Dr. Dude by Bally; and Title Fight by Gottlieb/Premier.

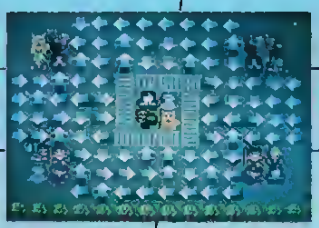
SHOOT 'EM OR SCOOT 'EM!

FROM THE CREATORS OF CYBERCORE™





A mind altering experience in high-tech bio-morphic action



Power up your brain with over 120 perplexing puzzles

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CIRCLE #127 ON READER SERVICE CARD.

SHADOW OF THE NINJA

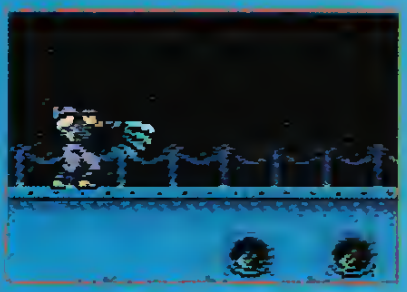
FACT-FILE
Manufacturer: Natsume
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1 or 2
Available: Now

The Shadow Ninjas appear to defeat the evil Garuda!

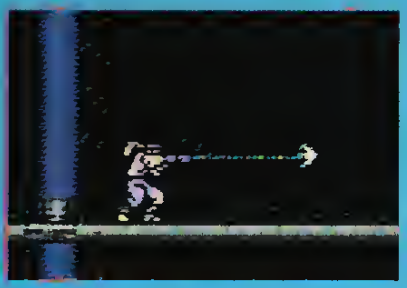
THE EMPEROR'S NINJAS...

Natsume has played a long and important role in the video game field as one of the leading cart developers in Japan. Their expertise comes from a talented staff with many years at successful companies such as Konami and Capcom. Now, the company is launching their own Nintendo titles in the states, highlighting their expert skills at producing action games with the release of their first game, Shadow of the Ninja.

Shadow of the Ninja displays the fine attention to play mechanics and technique that have made earlier Natsume entries instant favorites. In this one or two player game, you control a deadly duo of martial arts masters as they seek out to dislodge an evil dictator who has struck out to take over the entire world! With armies capable of fending off missile attacks and jet fighters, this silent pair have the advantage of stealth on their side, as you confront all types of high-tech soldiers and even more powerful Bosses.

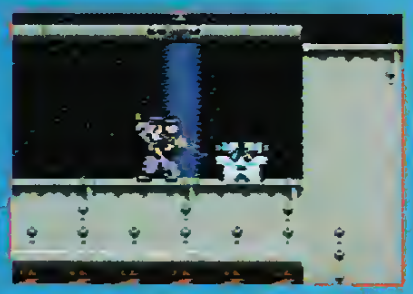


The Sword extends the power of the normal Ninja weapons you possess!



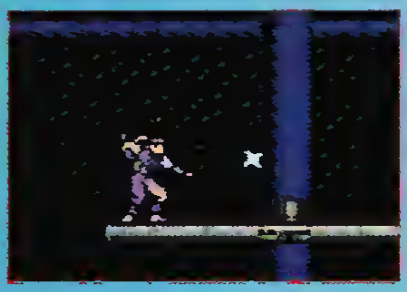
The Chain increases the distance of your attack as well as your strength to some degree!

Natsume expands on what might otherwise be a fairly ho-hum standard style action contest, by tossing in their usual dose of play interaction and coming up with a new technique that is very exciting! The lead characters in Shadow use special Ninja claws which allow them to secure themselves to the underside of not only the separate platforms that lead you through the rounds, but also on revolving areas and moving walkways. This small feature creates a much more challenging environment where escapes and quick-moving patterns replace the usual "walk-your-hero-in-front-of-wallpaper-backgrounds" mentality that populates the majority of similar carts.



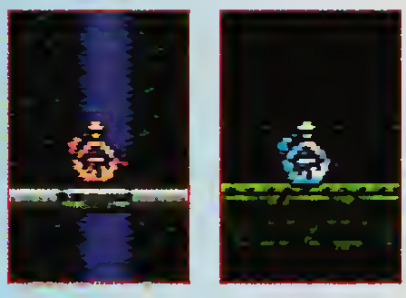
Destroy the capsule boxes to reveal more powerful items!

That's not to say Shadow of the Ninja doesn't have great graphics or sound either. On the contrary, Shadow boasts some of the best visuals you'll see in this type of game. While this is high praise, Shadow of the Ninja is the kind of game that deserves the extra attention. In a sea of licensed names with no game, Shadow of the Ninja is a refreshing and original



The Throwing Star, that good old Ninja stand-by, let's you fight the enemy from afar!

The grenade can also be used at a distance, and delivers an explosive punch to a wide area!



Collecting the Red Health capsule returns some health, while the Blue capsule returns it all!

EXPLOSIVE MARTIAL ARTS ACTION!!

Smash through multiple levels of danger as you fight through airstrips and other scenes to get at the evil Garuda himself!

LEVEL ONE

LEVEL TWO

LEVEL THREE

FACT-FILE

Manufacturer: Taxan
Machine: Nintendo
Cart Size: 4 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

G.I. JOE

Get your mission outline from the Headquarters prior to battle!

"YO, JOE!"

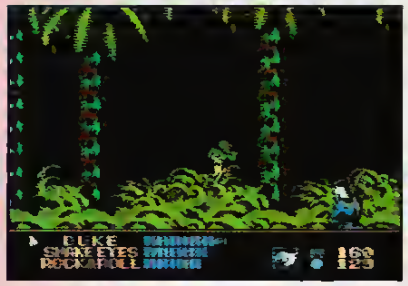
The "Real American Hero" strikes out to defeat the fiendish plans of the ruthless Cobra alliance in his first video game adventure from Taxan!

In GI Joe you command a five-member assault force of five of Joe's most powerful members, including Duke, Rock & Roll, Grid Iron, Blizzard and Snake Eyes. Using each of these commandos special abilities, you must fight your way into the mission zones, locate and place your explosives, find the exit and escape the mission zone before it's too late. Each level begins with General Hawk selecting a mission specialist and you choosing a support staff of two Joe members.

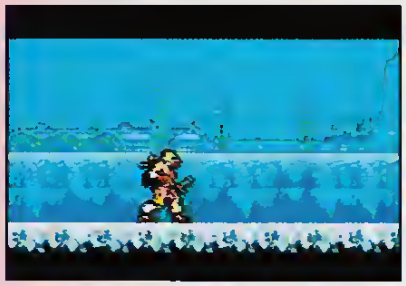
Once the Joe group enters the mission zone, the game introduces a new goal to the side-scrolling action theme. Maneuvering within environments that measure up to 56 screens horizontally and vertically, you must locate specific areas and place bombs to destroy the Cobra enemy.

During the action you can switch to your other Joe fighters at any time. Along with the exceptional round definition and the usual assortment of power-ups, vehicles and Boss attackers, GI Joe delivers all of the explosive combat action you'd expect in a package that takes a conventional approach to the action theme.

While in the Cobra hideouts, place your explosive and find the exit to escape!

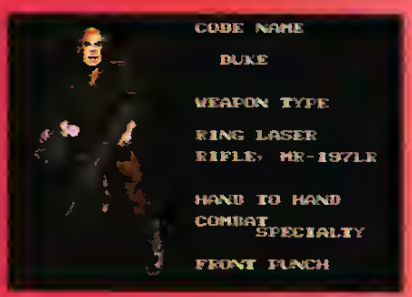


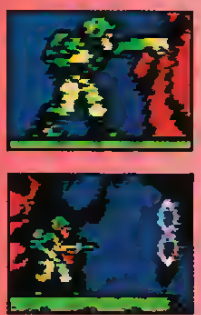
Mission 1-1

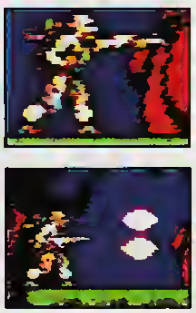


Mission 2-1

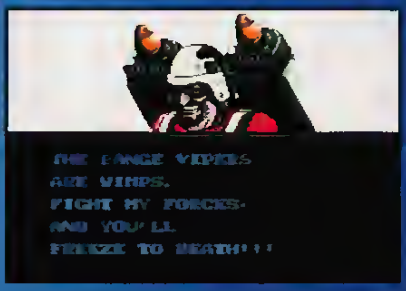
Cobra Boss One





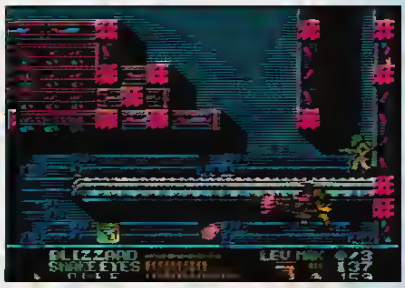


Like any good action entry, GI Joe moves the story along with animated intermissions!



Mission 1-2

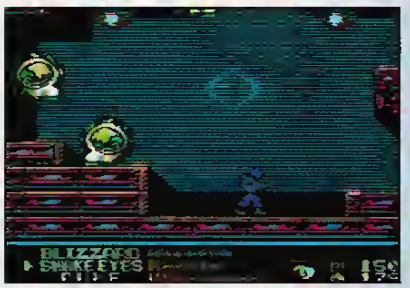
Mission 1-3



Mission 2-2

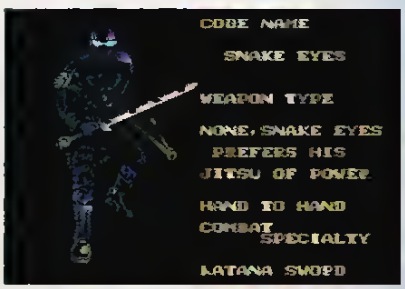
Mission 2-3

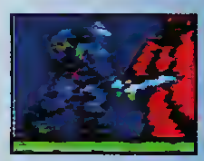
Capture Cobra vehicles like the Cobra Pogo and Cobra Interrogator for extra abilities!

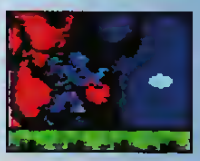


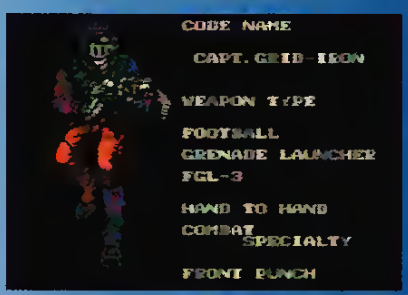
Cobra Boss Two

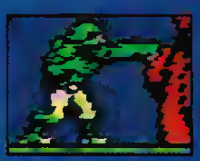
Cobra Boss Three

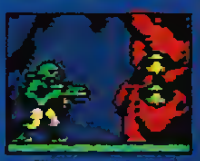












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Available: January '91

Get your mission outline from the Headquarters prior to battle!

"YO, JOE!"

The "Real American Hero" strikes out to defeat the fiendish plans of the ruthless Cobra alliance in his first video game adventure from Taxan!

In GI Joe you command a five-member assault force of five of Joe's most powerful members, including Duke, Rock & Roll, Grid Iron, Blizzard and Snake Eyes. Using each of these commandos special abilities, you must fight your way into the mission zones, locate and place your explosives, find the exit and escape the mission zone before it's too late. Each level begins with General Hawk selecting a mission specialist and you choosing a support staff of two Joe members.

Once the Joe group enters the mission zone, the game introduces a new goal to the side-scrolling action theme. Maneuvering within environments that measure up to 56 screens horizontally and vertically, you must locate specific areas and place bombs to destroy the Cobra enemy.

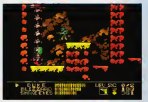
During the action you can switch to your other Joe fighters at any time. Along with the exceptional round definition and the usual assortment of power-ups, vehicles and Boss attackers, GI Joe delivers all of the explosive combat action you'd expect in a package that takes a conventional approach to the action theme.

While in the Cobra hideouts, place your explosive and find the exit to escape!

Mission 1-1

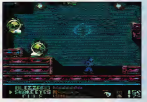
Mission 2-1

Cobra Boss One



Mission 1-2

Mission 2-2



Cobra Boss Two

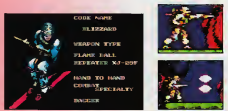
Mission 1-3

Mission 2-3

Cobra Boss Three

Like any good action entry, GI Joe moves the story along with animated intermissions!

Capture Cobra vehicles like the Cobra Pogo and Cobra Interrogator for extra abilities!



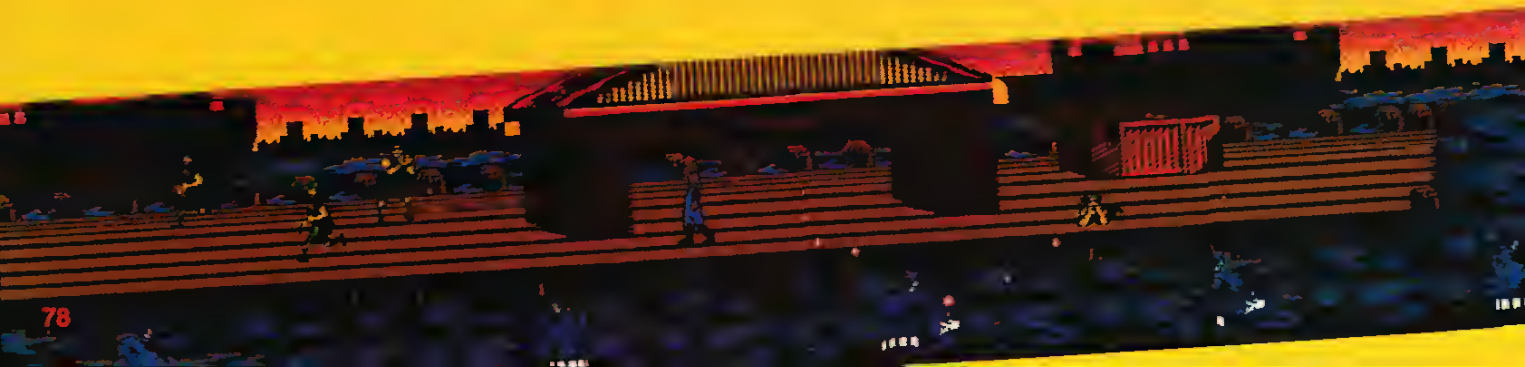
FACT-FILE

Manufacturer: LJN
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels:
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available: December '90

SUB-MACHINE GUN SUPER HERO

Continuing with their line of licensed titles for the Nintendo Entertainment System, LJN brings the Marvel comic book hero, The Punisher, to the video game screen!

Modeled after similar "from behind" target shooters like the arcade Dynamite Duke, The Punisher puts a machine gun in your hands and plenty of bad guys in your line of fire. While the screen slowly scrolls by, presenting different environments filled with equally hostile enemies, The Punisher takes aim (via moving crosshairs) at the bad guys and lets go with his weapons of destruction. In addition to tracking down the other characters in the game, you are also able to interact with street signs, windows and other parts of the background for bonus points and items. The game increases the incentives of looking for these hidden "targets" by releasing additional forms of weaponry like a bazooka and M-16 machine gun for rapid fire action. With these extra power-ups, The Punisher can become even more powerful, something that is especially helpful when confronting the game's Boss characters.



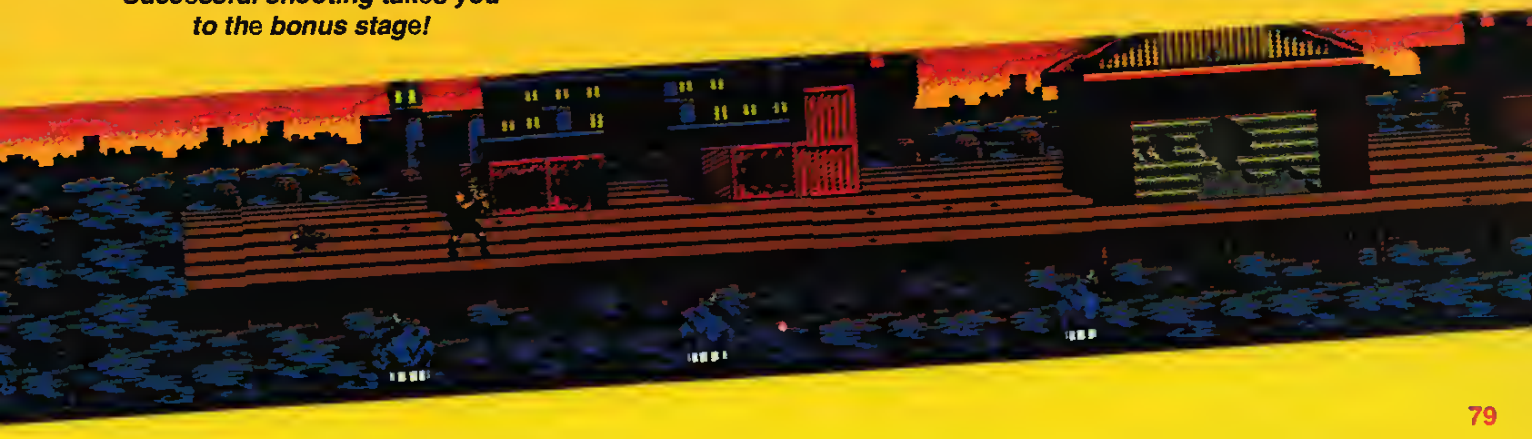
When the Punisher encounters the Jigsaw Boss, only fast fists and feet can help lay him to rest!

When The Punisher manages to reach any of the Bosses guarding each of the different levels, the play action changes to accommodate the one-on-one battle action. Besides boasting some mean machine guns, Mr. P. can also take advantage of his powerful punch and kick abilities to vanquish the Bosses that appear.

The Punisher is very similar to Dynamite Duke and other scrolling target shooters, and comes out as one of the better in this breed. While the main activity: shoot, shoot, shoot, does remain constant through most of the game, the Boss encounters help break up the pace while retaining the challenge. The Punisher remains active from beginning to end.

Successful shooting takes you to the bonus stage!

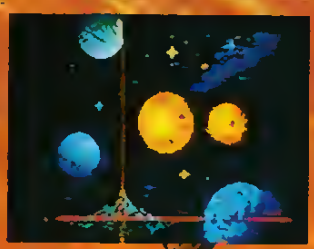
POWER-UP ICONS



THUNDER FORCE™ III

Just when you thought you had seen it all . . .

A new challenge radiates forth from worlds beyond imagination. Surge through scrolling lava flows and the thrust of massive rock caves. Avoid losing control amid perilous bubbles in the murky depths . . . to encounter even greater challenges in realms of deeper dimension.



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Technosoft

SEGA GENESIS 16-BIT CARTRIDGE

CIRCLE #120 ON READER SERVICE CARD

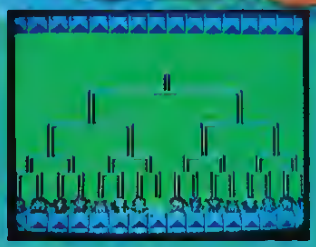
PALAMEDES™

ALSO AVAILABLE FOR GAME BOY

WAIT . . . WAIT! . . . But will they wait? NO DICE!

Palamedes is a refreshing new type of dice shooting puzzle game. You'll need sharp wits and quick fingers to master its simple yet intense technique. Shoot at the myriad of dice descending down and make poker hands that will eliminate rows of dangerous dice. The better your hand the more rows you wipe out. You can have single play, match play or a tournament. Use a handicap so all players can compete on equal footing. PALAMEDES is fun for the whole family

THE ULTIMATE DICE SHOOTING PUZZLE CHALLENGE!



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Official Nintendo Seal of Quality

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1255 Post St., Suite 1040, San Francisco, CA 94109 (415) 567-9501

CIRCLE #128 ON READER SERVICE CARD.

FACT-FILE

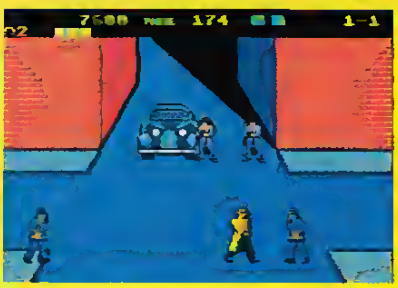
Manufacturer: Sega
Machine: Master System
Cart Size: 2 Meg
Number of Levels: N/A
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

LEVEL 1

CALLING DICK TRACY..!

CALLING DICK TRACY..!

As Dick Tracy sits quietly at his desk in his office, the peaceful silence is rudely interrupted with the familiar voice that he has heard so many times before over his wrist radio. It's the sound of trouble - the radio dispatcher is calling Tracy back to work. This time he senses that it is real bad news and in an instant he hears that all his fears have been turned into reality! Big Boy Caprice is our on a rampage with his gang of thugs - Itchy, Flattop, Cueball and all the rest. You know what to do, get the scoop from Breathless Mahoney and hit the streets with your tommy gun in hand. Blow away the bad guys so you can get to, then eliminate, the gang leaders at the end of each round. Rest during the intermissions between levels and build up points by shooting the targets during the bonus rounds.

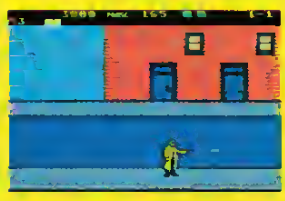


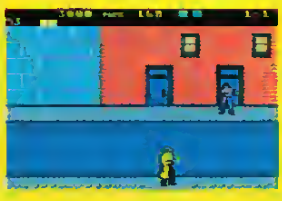
Gangsters pop out from behind parked cars!

Proceed carefully as you patrol the rail yards!

Even the movie theaters aren't very safe any more!

FIGHT IT OUT WITH THE HOODS!





LEVEL 2

It's a trap! They were waiting for you in the warehouse!

Hitch a ride on the outside of a police car.

The gangsters are more numerous as you approach the Boss1

INTERMISSIONS & BONUS ROUNDS

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Cart Size: 2 Meg
Number of Levels: N/A
Theme: Action
Difficulty: Average
Number of Players: 1
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INTERMISSIONS & BONUS ROUNDS

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available: January '90

Tracy's can take out the criminals with his pistol...

...or blow them away full-auto with the tommy gun!

GRAB YOUR TOMMY GUN AND GET THE MOB

Rogue police detective Dick Tracy has a problem and that problem is crime. This is no faceless villain either, but instead a well organized group of misfits out to stop the police force no matter what the cost.

Led by a ruthless mastermind and his group of oddball mobsters such as Flat Top, Itchy and The Brow, Dick Tracy's peaceful surroundings have been turned into a war zone. Gangsters roam the streets, spraying machine gun fire in all directions, while their Bosses hideout in different parts of town.

Dick Tracy uses elements from several different types of games to bring the comic book action to life. Each round features interaction on two separate levels. Not only does Dick Tracy fight, with pistol in hand, against crooks walking the same streets as himself, he can also open up with his Tommy Gun to take out bad guys shooting from the opposite side of the road. This dual interaction helps break up the action between two dif-

Fight against thugs in the opening sequence 1-1!

In 1-2, hang on for dear life as you battle thugs on the train

Tracy can jump to avoid obstacles and return fire!

Test your reflexes and shooting skills in the bonus round!

Continue the attack in new areas of level 2-1!

And follow the gangsters even deeper into the dark city in 2-2!

ferent locations on the screen, adding a new type of challenge to the typical side-scrolling action/adventure theme.

Besides boasting an intriguing new play concept, Dick Tracy on the Sega Genesis also retains many of the conventional features of action titles. Among these items you'll quickly discover common round definition that has Tracy venturing through a scrolling playfield of danger right up to a face-to-face confrontation with one of the Bosses that populate the game. New strategies must be employed at these junctions in the game to overcome stronger opponents to gain the right to move to more difficult stages.

Action fans may find the assortment of special power-ups to be few and far between, but the game makes good use out of the script that it is given. The level of interaction that Dick Tracy enjoys is much higher than in most games of this type, with nearly everything in the backgrounds capable of being blown away by the detective's fierce firepower. Dick Tracy takes its comic book material and turns it into an intense blast-em-up free-for-all!

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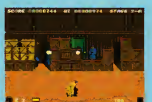


Continue the attack in new areas of level 2-1!

In 1-2, hang on for dear life as you battle thugs on the train

And follow the gangsters even deeper into the dark city in 2-2!

FACT-FILE

Manufacturer: Renovation
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 9
Theme: Action/Maze
Difficulty: Hard
Number of Players: 1
Available: December '90

GRANADA

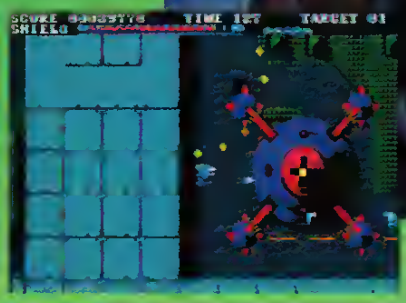
"FUTURISTIC TANK COMBAT BEHIND ENEMY LINES"

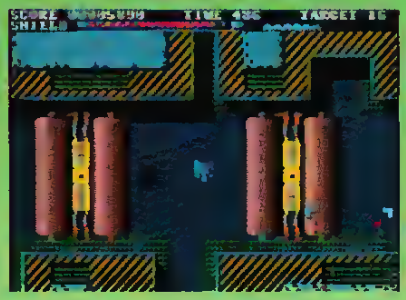
Warfare has a new face in the 21st century. After decades of open negotiations limiting the deployment and use of inter-continental weapons, conventional strategies have again returned to play a major role in the great world war of 2016. On the forefront of the allied assault is the premiere technological terror of the frontlines, the Hypertek Cannon Tank.

Armed to the teeth with new forms of weaponry and defense, the Granada has been sent on a mission deep behind enemy lines. It is the tank commander's job to take advantage of the advanced shields and radar, as well as the offensive tactical weapons such as multi-directional interceptors, long-range homing missiles and smart bombs capable of eliminating all opposing forces.

Granada combines all of these exciting elements into an action game that requires quick timing and a decent dose of strategy to succeed. Fantastic graphics and sound are coupled with inticing new controls and a formidable army of alien weapons. The enemy war machine, ranging from small roving tanks to huge Boss battleships remain varied throughout each stage of play and will keep even the most battle-hardened video war veterans on the edge of their seats. Check out Granada for a whole different kind of war game!

Destroy the bases located throughout the different worlds!

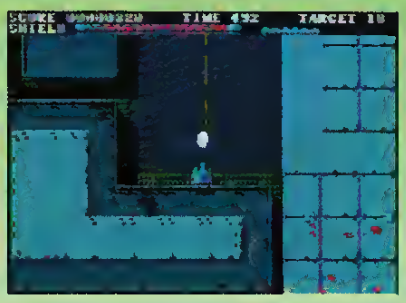




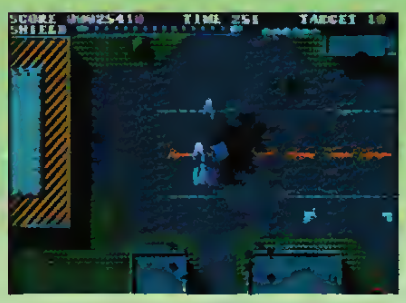
These enormous roller creations are just some of the obstacles you must face!

GRANADA POWER-UP

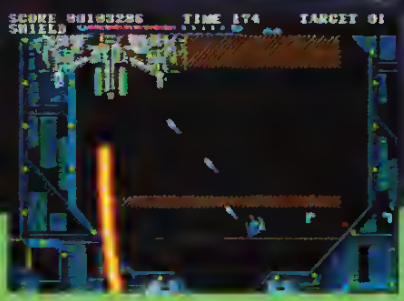
The Machine Gun option provides for rapid-fire power!

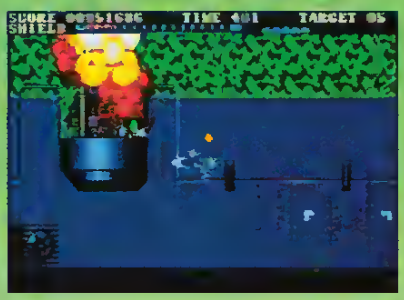


The Cannon option delivers extra explosive abilities!



The Option appears to aid in your attack!

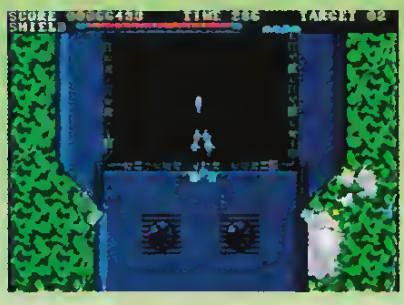




Seeking out and blowing up the engines is your mission in level two!

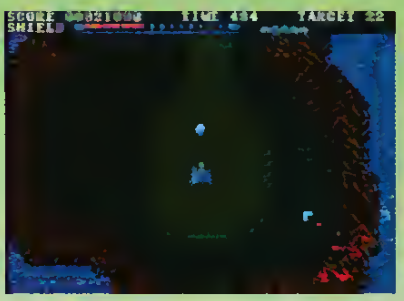
The graphics are even more brilliant as you press on in round three!

Level Four introduces new patterns and an even more powerful Boss invader!



Missiles lock-on to the enemy war machines and destroys!

The Disc increases the available attack options!



The Barrier provides additional protection from attack!

GRANADA

FACT-FILE
Manufacturer: Renovation
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 9
Theme: Action/Maze
Difficulty: Hard
Number of Players: 1
Available: December '90

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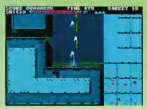

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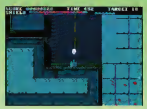

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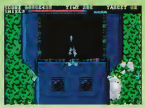

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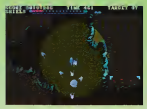

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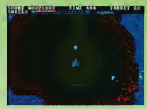

The Barrier provides additional protection from attack!

FACT-FILE

Manufacturer: Razorsoft
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 11
Theme: Driving/Action
Difficulty: Hard
Number of Players: 1
Available: January '90

"IT'S KILL OR BE KILLED"

Law enforcement is now easy job in the future. It takes shooting skills, driving prowess and just a touch of luck. Especially in this future where gangs of radical punks and thugs known only as the DOA roam freely to terrorize the world. As a member of the most elite crime-fighting force on the planet, you must fulfill your mission as a Technocop and bring the bad guys down!

You're not going into battle lightly either. Armed with an awesome array of firepower, you sport a top-of-the-line .88 magnum pistol that not only stops what you hit, but leaves them in no condition to return to the fight. Combined with a specially devel-oped snare gun that lets you bring the Boss in alive, you're a one-man police force on the side of law and order.

Just when you think the battle is won, a new assignment comes in. Don't expect any free rides here, you've got to earn your way to the next crime scene! Hop into your super

Maneuver inside the DOA hideouts by using elevators!

When you reach your target destination intact, scope out the bad guys on your debriefing computer!

Blow across the wastelands to your next encounter with the DOA in your super-charged sports car!

The DOA gangs aren't the only thing Technocop must watch out for-like rats!

high-speed patrol vehicle, the VMAX Twin Turbo Interceptor and take to the road. Watch out for the DOA agents out to stop on the road, and don't hesitate to surprise the bad guys with your side-mounted cannons if they should come looking for a fight.

Technocop brings a new action games to a new level by combining hunt-and-search routines inside every DOA hangout and boosting the game play even further by introducing a road warrior race game as well! This is definitely no side-scrolling ho-hum not-much-to-do-here type of adventure.

What Technocop does deliver is lots to do, a unique idea of bagging the Boss rather than blowing his brains out, and an ultra-realistic gunshot effect that makes your .88 magnum look more like a can-non than a pistol!

In addition to your normal assortment of underworld types, Techno must also contend with rabid rats, bombs and other unex-pected surprises. You'll soon dis-cover that in the bleak but future world of Technocop, there's more to being a cop than upholding truth and justice...it's kill or be killed!

BOSS VILLAINS...
...Apprehend at all cost...

Level One Boss

Level Two Boss

Level Three Boss

FACT-FILE

Manufacturer: Razorsoft
Machine: Genesis
Cart Size: 4 Meg
Number of Levels: 11
Theme: Driving/Action
Difficulty: Hard
Number of Players: 1
Available: January '90

THE FUTURE OF LAW ENFORCEMENT

technocop

"IT'S KILL OR BE KILLED"

Law enforcement is now easy job in the future. It takes shooting skills, driving prowess and just a touch of luck. Especially in this future where gangs of radical punks and thugs known only as the DOA roam freely to terrorize the world. As a member of the most elite crime-fighting force on the planet, you must fulfill your mission as a Technocop and bring the bad guys down!

You're not going into battle lightly either. Armed with an awesome array of firepower, you sport a top-of-the-line .88 magnum pistol that not only stops what you hit, but leaves them in no condition to return to the fight. Combined with a specially devel-oped snare gun that lets you bring the Boss in alive, you're a one-man police force on the side of law and order.

Just when you think the battle is won, a new assignment comes in. Don't expect any free rides here, you've got to earn your way to the next crime scene! Hop into your super high-speed patrol vehicle, the VMAX Twin Turbo Interceptor and take to the road. Watch out for the DOA agents out to stop on the road, and don't hesitate to surprise the bad guys with your side-mounted cannons if they should come looking for a fight.

Technocop brings a new action games to a new level by combining hunt-and-search routines inside every DOA hangout and boosting the game play even further by introducing a road warrior race game as well! This is definitely no side-scrolling ho-hum nol-much-to-do-here type of adventure.

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The DOA gangs aren't the only thing Technocop must watch out for-like rats!

Maneuver inside the DOA hideouts by using elevators!

When you reach your target destination intact, scope out the bad guys on your debriefing computer!

Blow across the wastelands to your next encounter with the DOA in your super-charged sports car!

BOSS VILLAINS...
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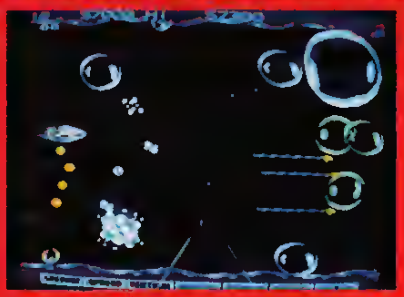

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CIRCLE #129 ON READER SERVICE CARD.

FACT-FILE

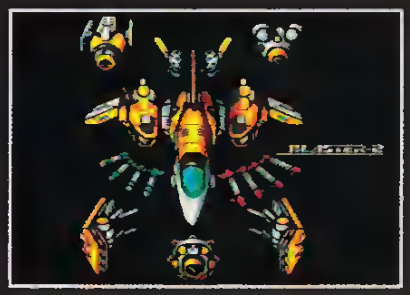
Manufacturer: NEC
Machine: TurboGrafx
Cart Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

It's an invading force of immense proportions! They've taken over the planet, and, you are our last hope. You do have the ultimate battle cruiser - the Aeroflash which is more than an equal to anything from another planet.

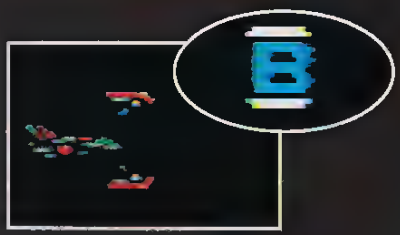
Build up your weapons 10-fold and get ready for some of the largest and most difficult bosses ever seen on a game screen. If you get in a tight spot use the Aeroflash weapon which allows you to store up power and unleash it all in one great blast!

ONE OR TWO PLAYER GAME!

AEROFLASH DOOMSDAY WEAPON!



TONS OF ALIEN DESTROYING POWER-UPS!



As you rise from the planet the transition fron blue sky to black outer space are well done!

FACT-FILE

Manufacturer: IGS
Machine: TurboGrafx 16
Cart Size: 3 Meg
Number of Levels: 7
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

SINISTRON

BIO-MORPHISM GONE AMUCK...

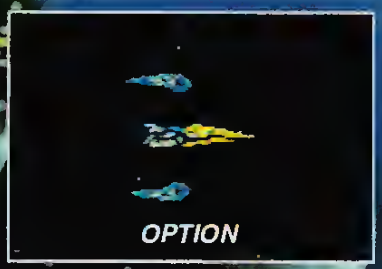
Information Global Services, one of the TurboGrafx licensees, has a new shooting game which takes place in a distant galaxy that has been taken over by a race of huge mutated alien beings. You must search through the entire solar system, dodging floating asteroids, grabbing the awesome weapon enhancements, and eliminating the enemy vessels which are out patrolling the nebula. Zoom down to the planet's surface and deep into underground caverns to get to the alien bosses who have started this galactic war. Only after you destroy the mother brain can the galaxy be freed from their tyrannical rule!

FIGHTER SHIP MODIFICATIONS

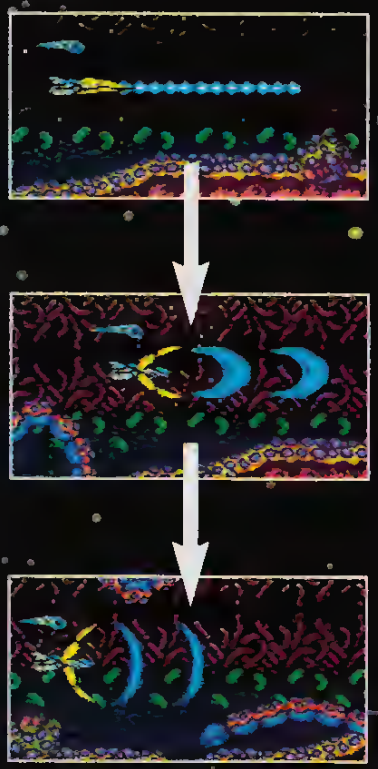
WEAPON BAY CLOSED

WEAPON BAY OPEN

SUPER BLAST!


OPTION

WAVE WEAPON



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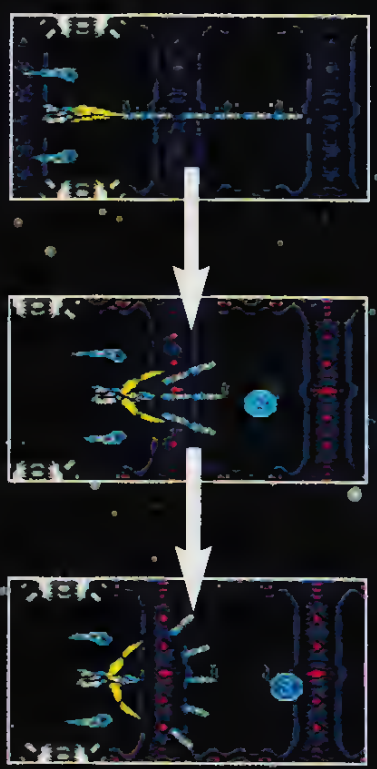
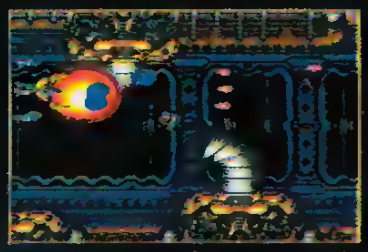


SPREAD

LEVEL ONE



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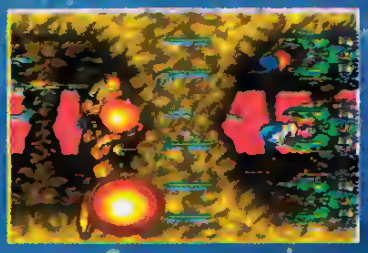
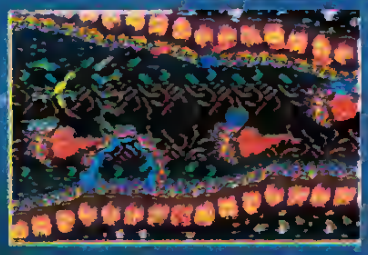
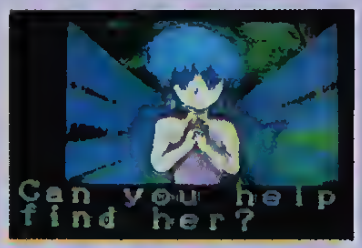


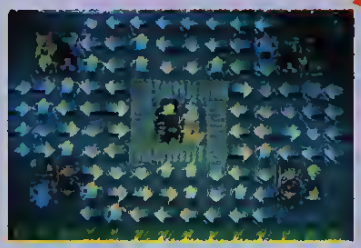
LEVEL THREE



TRICKY KICK
IGS/TurboGrafx 16

COMING SOON!





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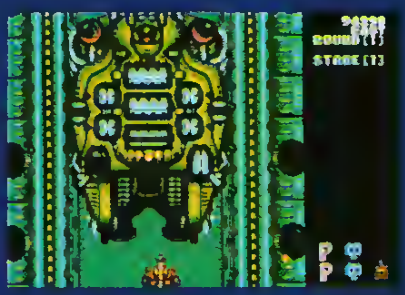

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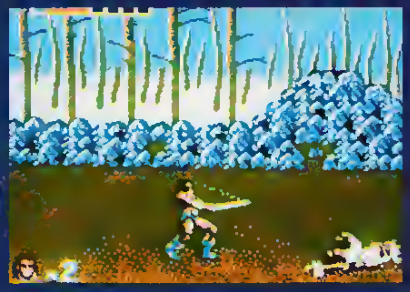

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FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cart Size: 1 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 1
Available: January '91

THE BOYS ARE BACK IN TOWN...

The original Contra set the standard for scrolling action shooters as we know them today. Konami built upon this intense pacing and crisp graphics style, bringing Super C to the forefront of the category on the NES.

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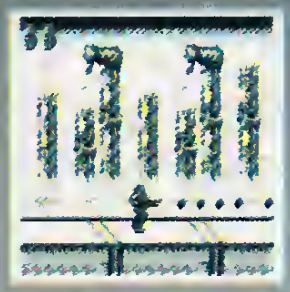
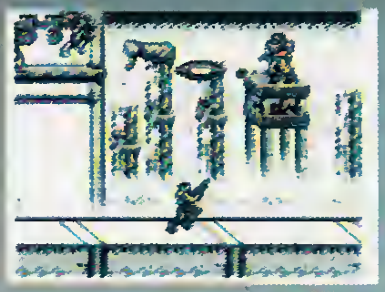
In terms of quality, Operation C reaches new highs for GameBoy graphics and sound. While the action moves along at a brisk pace, the game subsequently suffers from some blurring, but aside from this minor detraction, Operation C stands as the first well executed GameBoy land battle to yet appear!





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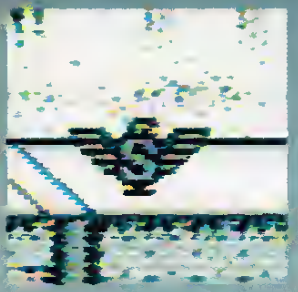
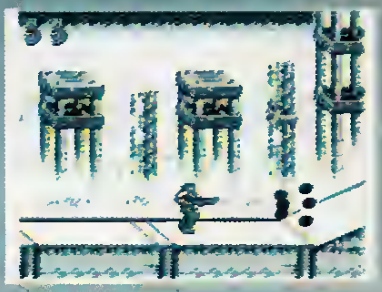
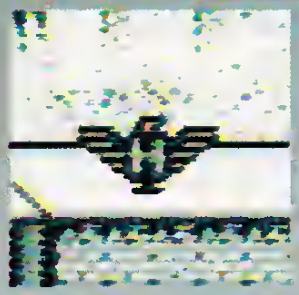
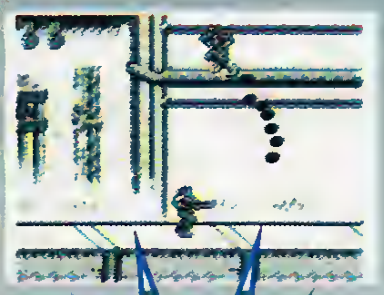




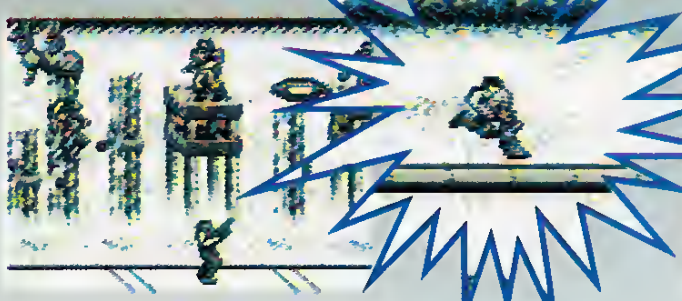
When the Spread icon is collected, your soldier becomes armed with multi-directional firepower!





The Hunter weapon shoots a burst of firepower which locks on and pursues hostile enemy positions!

The Fireball power-up equips your character with a powerful and large burst of explosive energy!



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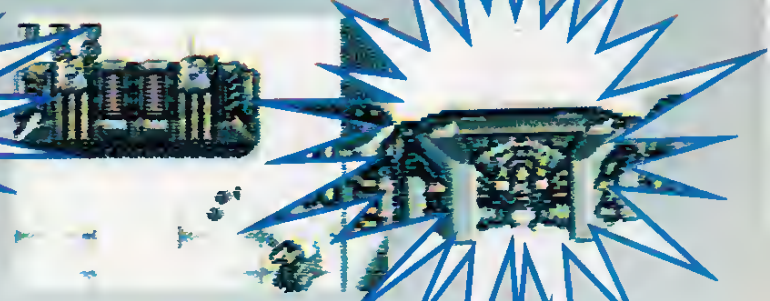

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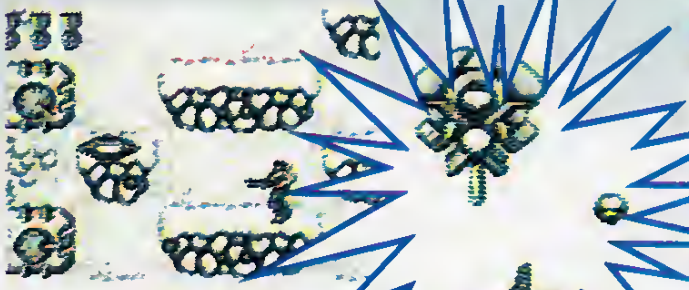

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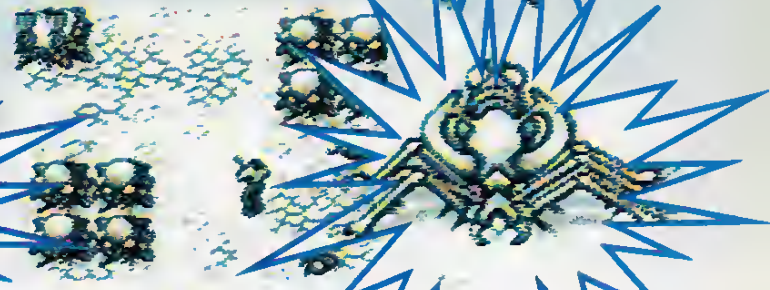

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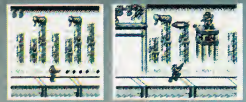
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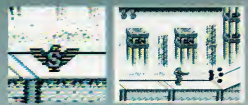
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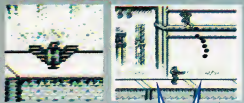
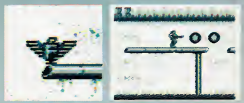
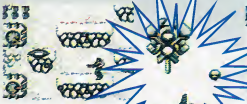
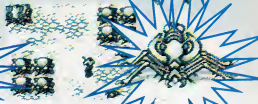

The Hunter weapon shoots a burst of firepower which locks on and pursues hostile enemy positions!


The Fireball power-up equips your character with a powerful and large burst of destructive energy!

Level One

Level Two


Level Three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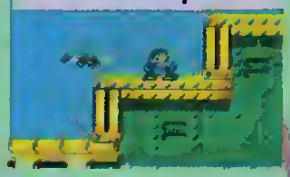
Eight new mechanical foes on brand new worlds

Energy sucking Robomosquito

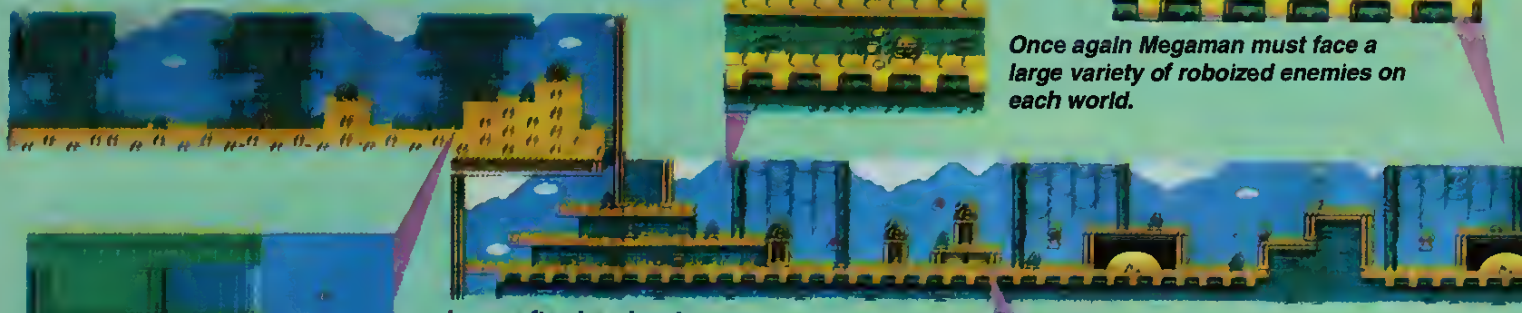


Helmethead returns and this time he shoots a spread

NEEDLE MAN

Run past this bad guy quickly!

Once again Megaman must face a large variety of roboized enemies on each world.



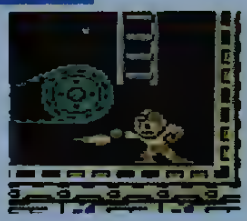
Jump after he shoots twice - he'll roll up and over you if you don't

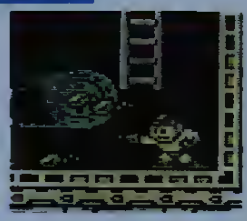
Use timing when you meet the porcupine to avoid the attack of his deadly quills.

Take it out with rapid shots before it opens to shoot

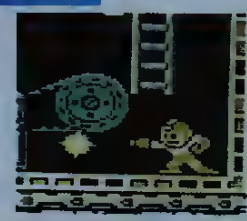
The cannon will shoot as soon as you approach it

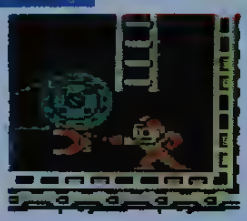
Check out the 8 new weapons to get!!

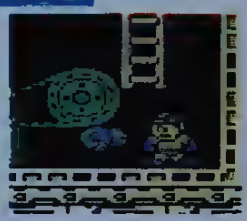
NEEDLE CANNON


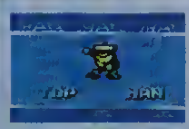
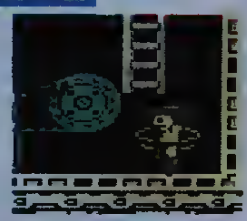
SEARCH SNAKE


GEMINI LASER

SPARK SHOCK


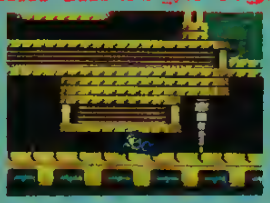
MAGNET MISSLE


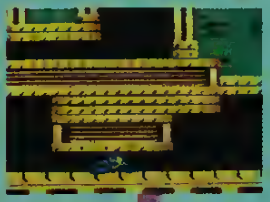
HARD KNUCKLE



TOP SPIN


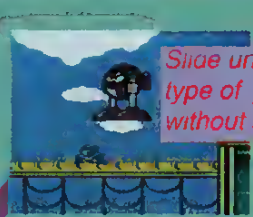
SHADOW BLADE

Mega Man's new move gets him through tight spots.



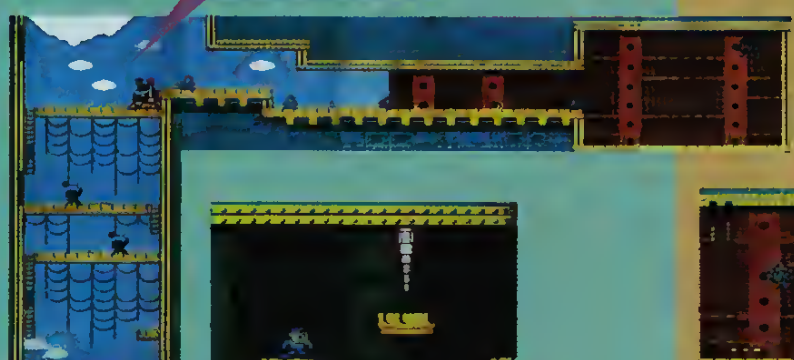


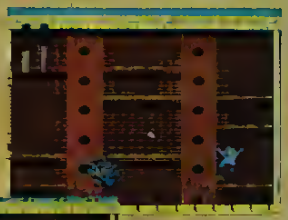
This is the first place where Mega uses his slide move.



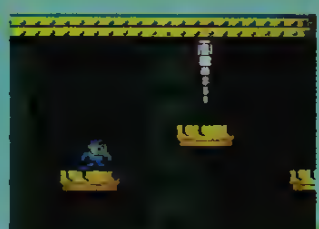
Slide under this new type of jumper to get by without a scratch.

Get ready for your first Boss encounter with Needle man!





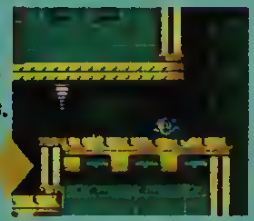
When he jumps to fire at you, slide under, turn around and blast him.

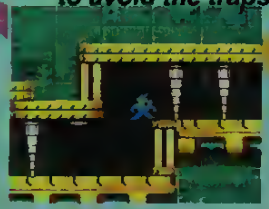


Time your jump to avoid the final Needle trap.

Now you have the Needle cannon's Rush Jet

Use timing, and plan your moves to avoid the traps.





The slide manuever will help in this spot.

Mega Man continues into the booby-trapped depths of Needle man's lair.

MEGA MAN III

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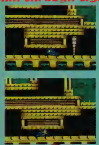

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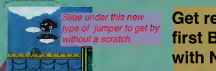

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Mega Man continues into the booby-trapped depths of Needle man's lair.

Time your jump to avoid the final Needle trap.

Use timing, and plan your moves to avoid the traps.

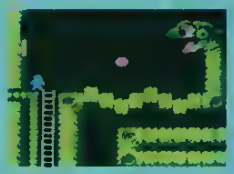
The slide manuever will help in this spot

When he jumps to fire at you, slide under, turn around and blast him.

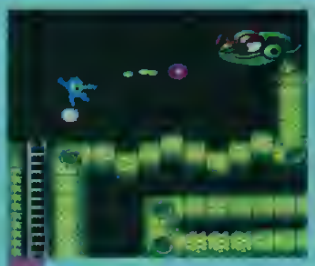
Keep firing your Needle cannon and he will explode in a burst of energy

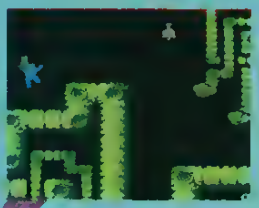
SNAKE MAN

Enter into Snake Man's realm and blast his reptilian minions!

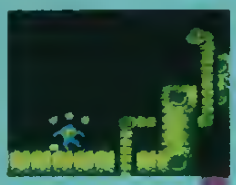


Stay left, jump and shoot at his head.





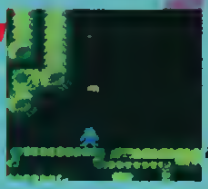
Be sure to get rid of the lower snake before jumping here.



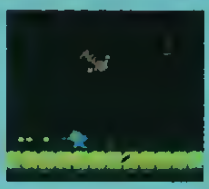
Here you face 3 snake cannons at once.

Watch out for snake cannons guarding Snake Man's fortress.

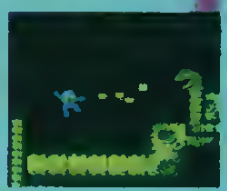
Keep going you're almost out of the twisted maze

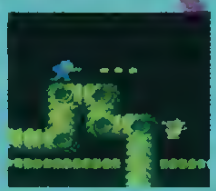


Many new enemies to see and fight.



Jump and shoot in a timed pattern to kill the snakes easily.

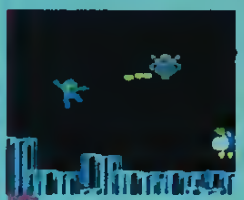


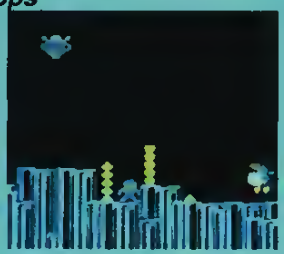


Keep shooting here to nail this guy.

GEMINI MAN

Try to shoot the cyclops when he appears.

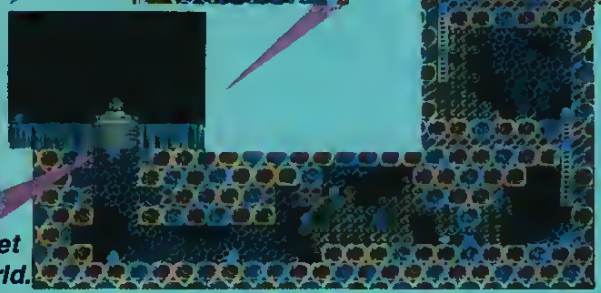




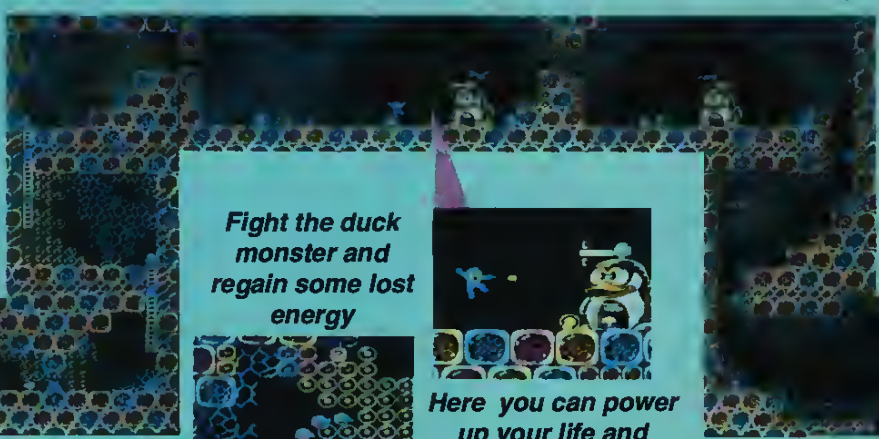
If he gets by you he'll drop 3 fire bombs.

When you jump in the hole hug the left wall to get a free man!

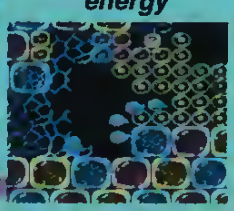
Here you meet Protoman for the first time.



He helps Mega get into the underworld.



Fight the duck monster and regain some lost energy



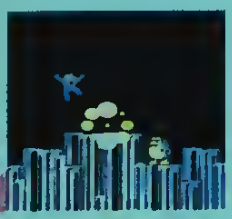
Here you can power up your life and weapon meters.

Now face off with the slimy Snake Man!

Strike hard and fast, jump to avoid his shots.

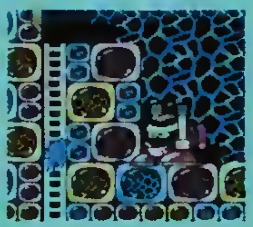
When he comes in close, fire as fast as you can for best results.

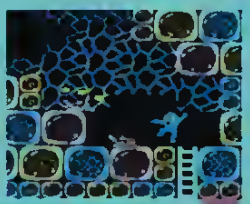
Now you have the Search Snake!



Careful the penguins fire explosive eggs.

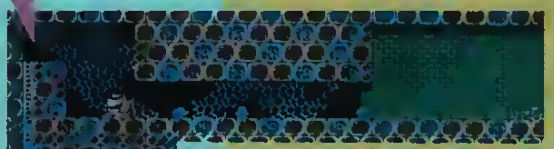
From here this enemy can safely be destroyed.

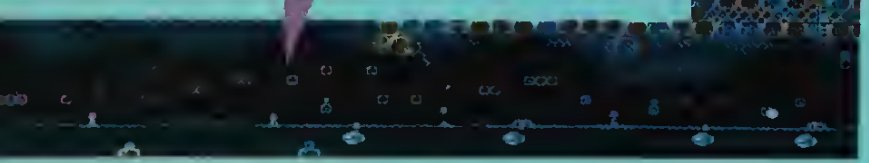




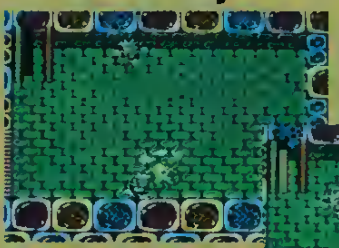
Use small jumps and rapid shots to kill these annoying creatures.

Here is where using Rush becomes a necessity, don't forget to get the capsule to recharge the jet.

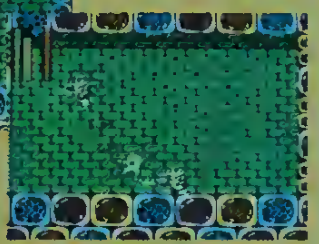




What's your sign Gemini Man? definitely not the snake.

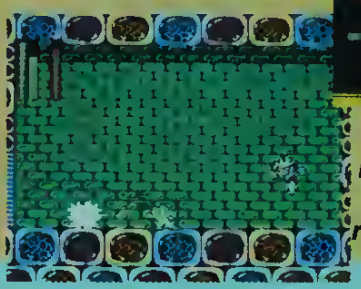


When you enter, Gemini Man will split into two.



Use the Search Snake to blast his twin away.

You've received the Gemini laser!



Go for the main man and let him have a dose of rapid fire snakes.

SNAKE MAN

Enter into Snake Man's realm and blast his reptilian minions!

Stay left, jump and shoot at his head.

Here you face 3 snake cannons at once.

Watch out for snake cannons guarding Snake Man's fortress.

Keep going you're almost out of the twisted maze

Be sure to get rid of the lower snake before jumping here.

Many new enemies to see and fight.

Jump and shoot in a timed pattern to kill the snakes easily.

Keep shooting here to nail this guy.

Get these capsules and recharge Mega for the upcoming battle.

Don't rush or you won't make these jumps.

Prepare the Needle cannon for the fight.

Now face off with the slimy Snake Man!

Strike hard and fast, jump to avoid his shots.

When he comes in close, fire as fast as you can for best results.

Now you have the Search Snake!

GEMINI MAN

Try to shoot the cyclops when he appears.

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Fight the duck monster and regain some lost energy

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Go for the main man and let him have a dose of rapid fire snakes.

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The EGM Great Game Give-Away is the most spectacular video game contest ever! Why? Because we're not just giving away a single prize to a single winner, we're going to give away a slew of hard-hitting hardware and game softs to FIVE lucky readers! Prizes like a Sega Genesis System, NEC TurboGrafx-16, Atari Lynx and special packs of 10 hot titles for the Nintendo Entertainment System! And don't think the excitement stops there! We'll continue this give-away, with not one, but TWO more drawings! That's 15 winners in all!

WAIT! WHAT ABOUT THE GRAND PRIZE?

But EGM's Great Game Give-Away doesn't stop there! After our 15 winners have won, we'll draw from these champions AGAIN, choosing one of the 15 as our GRAND PRIZE WINNER and presenting a full-size arcade game! How can you lose!

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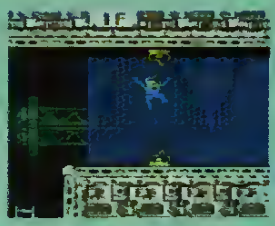
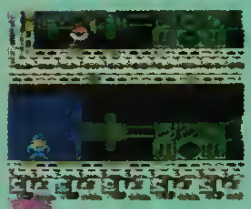
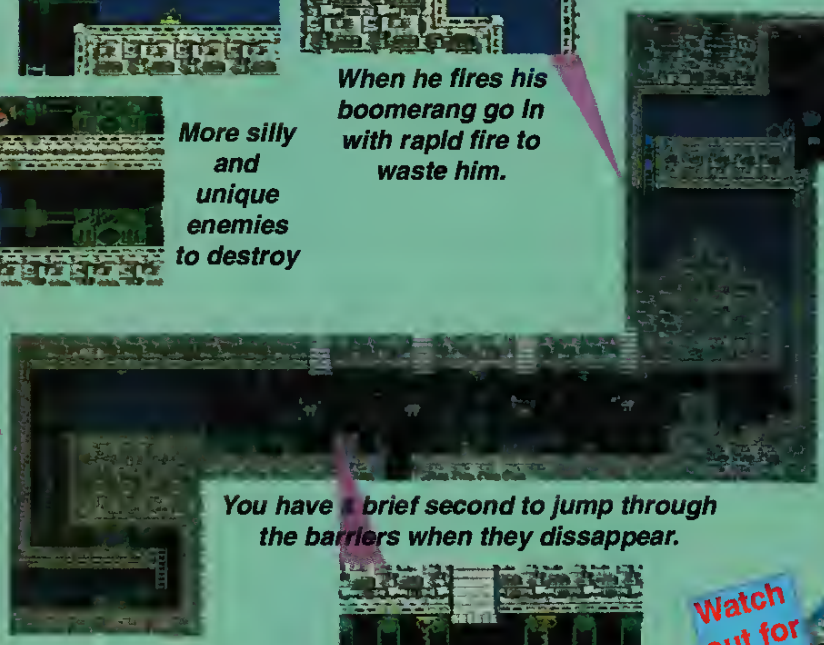
SPARK MAN



When he fires his boomerang go in with rapid fire to waste him.

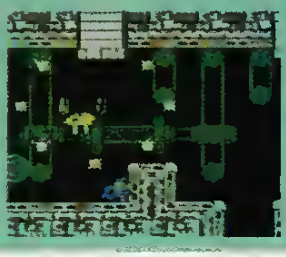


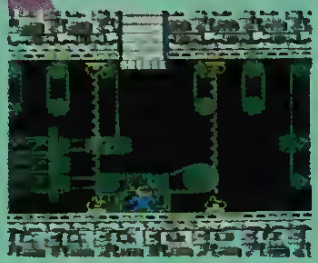
More silly and unique enemies to destroy



You have a brief second to jump through the barriers when they dissappear.

The moment you step on the platform it shoots to the ceiling above.





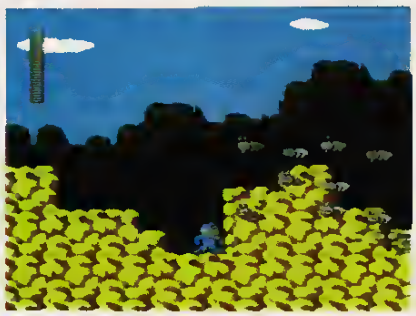
This section calls for timing and planning out you moves to get through.

Don't jump too late or too soon, or else!

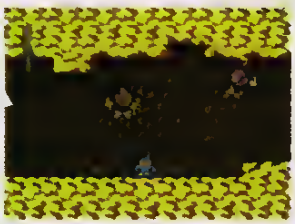
MAGNET MAN

Magnet Man changes the laws of gravity in a stage full of disappearing blocks and bottomless pits!

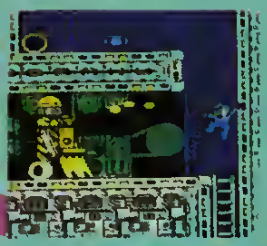
HARDMAN



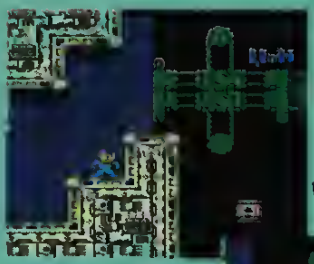
Many different challenges await you in this stage.



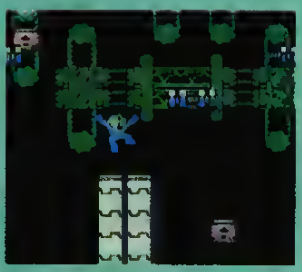
New enemies wait in ambush at every corner.

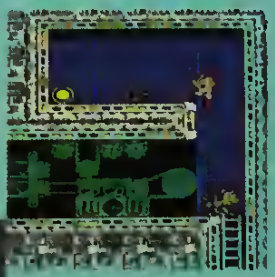


Shoot this guy in the head to destroy him before getting the power-ups.

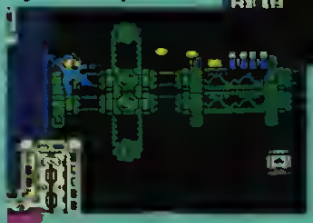


This is a difficult section of the round, once you start moving there's no going back.

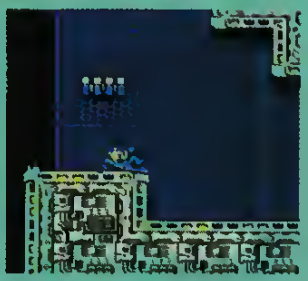




Just like earlier in the level you have to watch your step here.

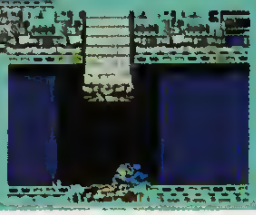


Keep in time with the platforms and shoot out the bolts before they screw together.



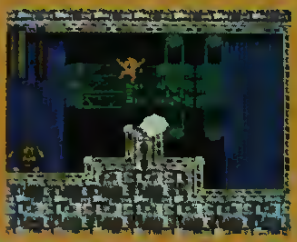
Use Rush to get the power-ups and recharge the Needle gun.

Shoot the blocks to fill your life and get 1-ups.



When you want to get by just slide under.

Use the Needle cannon or regular to waste him, It also helps to have a few E capsules

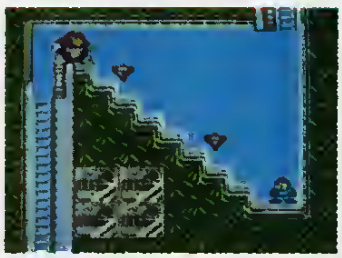


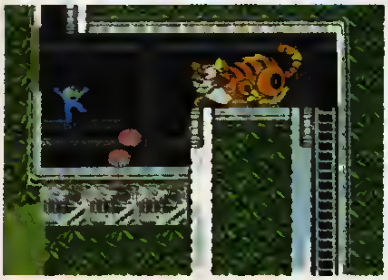
Time to blow Spark Man's fuse.

Stay on either the extreme right or left to survive.

The Spark Shock is now in your possession.

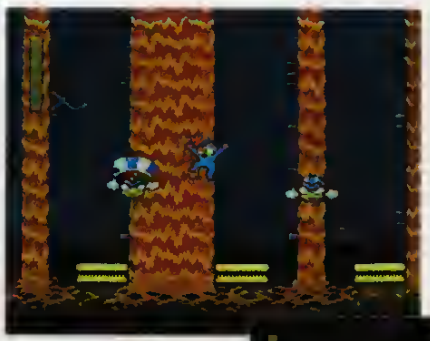
TOP MAN





Top Man's clan of wacky followers will have your head spinning in this rather straight forward stage.

SHADOW MAN



Get ready for an intense battle with the extremely agile Shadow Man.

Reprinted from Famicom Tsushin magazine.

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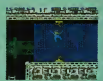
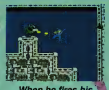
SPARK MAN



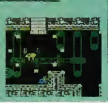


When he fires his boomerang go in with rapid fire to waste him.

More silly and unique enemies to destroy

You have a brief second to jump through the barriers when they dissappear.

The moment you step on the platform it shoots to the ceiling above.



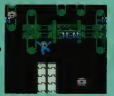
This section calls for timing and planning out you moves to get through.

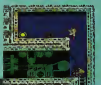
Don't jump too late or too soon, or else!

Shoot this guy in the head to destroy him before getting the power-ups.

Just like earlier in the level you have to watch your step here.

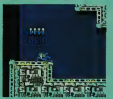
This is a difficult section of the round, once you start moving there's no going back.

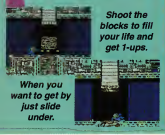




Use Rush to get the power-ups and re-charge the Needle gun.

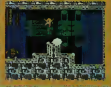
Keep in time with the platforms and shoot out the bolts before they screw together.





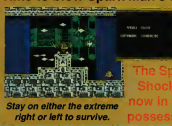
When you want to get by just slide under.

Shoot the blocks to fill your life and get 1-ups.



Use the Needle cannon or regular to waste him, it also helps to have a few E capsules

Time to blow Spark Man's fuse.



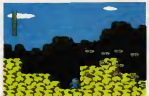
Stay on either the extreme right or left to survive.

The Spark Shock is now in your possession.

MAGNET MAN

Magnet Man changes the laws of gravity in a stage full of disappearing blocks and bottomless pits!

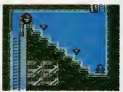
HARDMAN

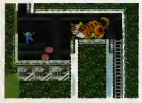


Many different challenges await you in this stage.

New enemies wait in ambush at every corner.

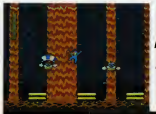
TOP MAN





Top Man's clan of wacky followers will have your head spinning in this rather straight forward stage.

SHADOW MAN



Get ready for an intense battle with the extremely agile Shadow Man.

Reprinted from Famicom Tsushin mag——

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SCREEN PLAY

Electronic Gaming and Beyond...

The Future is Finally Here...

TERMINATOR 2: JUDGEMENT DAY

"I'll be back..."

With those three words an advanced cyborg killing machine from the future set out on a last-ditch mission to kill the mother of its opposition in the now classic science fiction action film, Terminator. Largely responsible for launching the careers of its stars (most notably the muscle-bound title character, Arnold Schwarzennegar, Michael Biehn of Aliens and Navy Seals and Linda Hamilton who went on as the Beauty opposite the Beast on television). It also placed the genius of director James Cameron before studio heads who realized his talent for "aggressive" story telling, leading them to the wise decision to have Cameron helm both Aliens and his original story, The Abyss.

Now, some five years after Terminator exploded onto movie screens, Cameron and company are back to finish their high-intensity tale of an apocalyptic future where machines have mastered man.

While the producers are keeping most of the specific details of Terminator 2, sub-titled Judgement Day, it is known that the The Arnold will return to reprise his role as a merciless machine out for the blood of Hamilton's Sarah Conner.

Movie insiders have speculated on many different possibilities for a Terminator 2 storyline, both the most consistent rumors have Judgement Day leading up to the robot rebellion and a climax between a Cyber-Dyne 101 system (that's an Arnold Schwarzennegar to you and me) and John Conner, the offspring of Sarah. With the backdrop of a nuked-out city skyline (which we saw briefly in Kyle Reece's flashbacks in the first movie), the pace of the movie will surely live up to expectations.

The robots are back and meaner than before...or is that after?

Whatever the plot, Arnold's ability to make the Terminator a believable creation and Cameron's fondness for high-tech weaponry and lots of bang, bang, bang are a formula that's guaranteed to deliver once again. And with the possibility of pitting the resistance against multiple Arnolds, the Terminator series is destined for all-out war! Video games? Don't worry, it's already being worked on and we'll give you the scoop next month!

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STRIDER

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INSECTOR-X

A spectacular shooter with vivid graphics, smooth animation and lots to shoot. Boss creatures fill the screens of five levels of battle!

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SHADOW DANCER

The sequel to Shinobi brings the hero against all-new bad guys with the help of a special attack dog! Sizzling graphics and game play!

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Super Military	Simul.	$64.99	New Zealand Story	Action	$72.99	Sorcerian	RPG	$62.99
Crackdown	Maze	$79.99	Darwin 4081	Shooter	$67.99	Whip Rush	Shooter	$74.99
Super Monaco GP	Driving	$74.99	After Burner 2	Shooter	$74.99	DJ Boy	Action	$69.99
Power Drift	Driving	$74.99	Atomic Robo-Kid	Shooter	$69.99	Twin Hawk	Shooter	$64.99
Fire Shark	Shooter	$79.99	Shadow Blasters	Action	$74.99	Columns	Puzzle	$74.99
Junction	Puzzle	$74.99	Hellfire	Shooter	$74.99	Phelios	Shooter	$79.99
Dynamite Duke	Shooter	$74.99	Monster Lair	Shooter	$79.99	E-SWAT	Action	$74.99
Rainbow Island	Action	$79.99	Wrestle War	Sports	$74.99	Gain Ground	Maze	$74.99

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The U.S. National Video Game Team

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USA

TOP SCORE CLUB

VIDEO GAME HIGH SCORES

Effective November, 1990

Game of the Month High Scores!!

This Month's Game...

Cyber Core

1. Jim Hakola — 9,999,900

2. Randy Lewis — 9,999,900
3. Terry Chu — 9,999,900
4. Mike Nguyen — 9,999,900
5. Josh Winter — 9,999,900

Send Scores For...
Legendary Axe
All entries by Feb 28.

NINTENDO

Game	Score	Player
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephen Krogman
Batman	6,502,300	Jeff Adkins
Burai Fighter	242,100	Josh Winter
Contra	6,553,500	Josh Winter
Double Dragon	236,130	Josh Winter
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,646,700	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	76,800	Steve Ryno
Mega Man	9,999,700	Jason Sinclair
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	39,443	David Wright
Rampage	81,900	Leslie Ford
Road Blasters	999,999	Ralph Barbagallo
Robowarrior	701,800	Donn Nauert
Rolling Thunder	92,100	Ray Severence
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	4,290,000	Edowland Charbonneau
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tetris	307,879	Dean Enser
TMNT	2,184,100	Chris Hoffman

WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Legendary Axe must be received by February 28, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, Il 60148 for an official entry form.

CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

SEGA

Game	Score	Player
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Breheny
Rastan	2,828,800	Brian GauDreault
R-Type	1,128,500	Brian GauDreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	10,773,140	Brian Gaudreault
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

TURBO

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	24,523,070	Jim Hakola
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	849,080	Jason Walinske
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98.265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Legendary Axe	4,246,450	Brandon Fish
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia

GENESIS

Game	Score	Player
After Burner 2	20,380,300	Dan Lee
Altered Beast	4,682,500	Lee Venteicher
Air Diver	77,077,000	Scott Wimpari
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	11,326,000	Jonathan Paleologos
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	79,172,540	Randy Lewis
Thunder Force 3	5,397,300	Martin Alessi
Truxton	3,331,050	Tony DeSilvy

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

Send Your High Scores to the Pros at the U.S. National Video Game Team and Win Your Bid At Video Immortality! Enter Our Competition and Send Your Scores to the Mag that Ranks the Best Players in the World!

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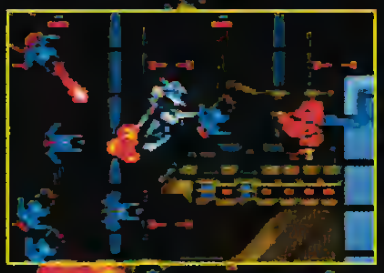
GAME OVER!

Target Earth

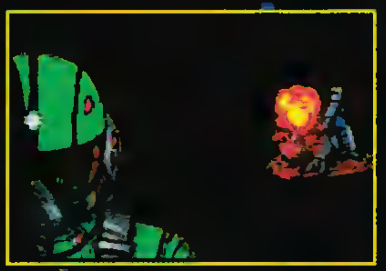


Now you face the enemy commander, his true identity will be a surprise to you.

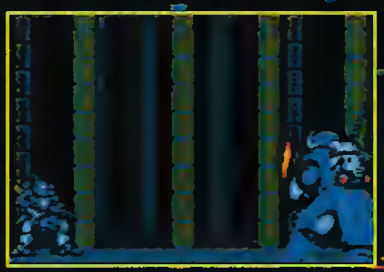
The Earth is In Big Trouble

Long ago a group of explorers left the planet Earth to search the galaxy. These beings have now returned to reclaim their home world, and remove the human race forcefully in the process.

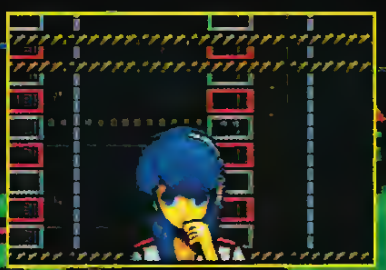
As the lead grunt in a multi-front battle against the bad guys, you must face down incredible odds as you escape your outpost, reach the alien war machine, and infiltrate their secret base for the final confrontation with their leader...



Gather your wits As you walk away from the burning wreck

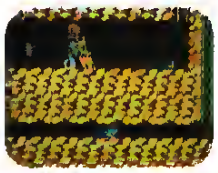


The battle must be won if the future races of the planet Earth are to survive!

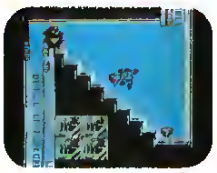


Take advantage of all assistance you can get in the final battle with the alien menace...

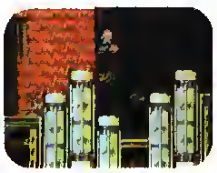
MegaMan® 3. Anything else you need to know?



You'll slide through secret tunnels to avoid bulldozing robots.



It's hard to top TopMan's dangerous spins.



You and your sidekick Rush will fly over enemy territory to avoid the walking time bombs.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

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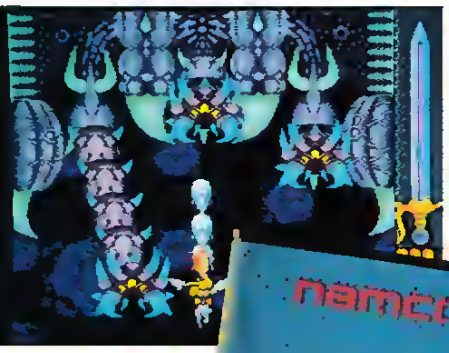
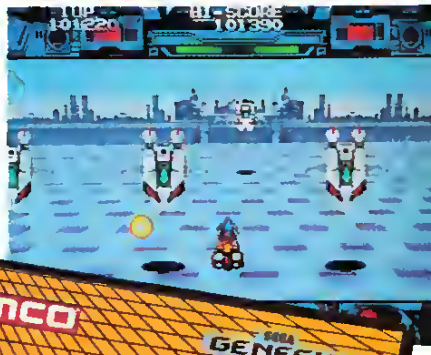
Master The Skies





Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

New from NAMCO, the Game Creator

Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa; and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios the Sword of Light, when it is offered.

Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."

"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional !"
-1991 Video Game Buyers Guide

namco
The Game Creator

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